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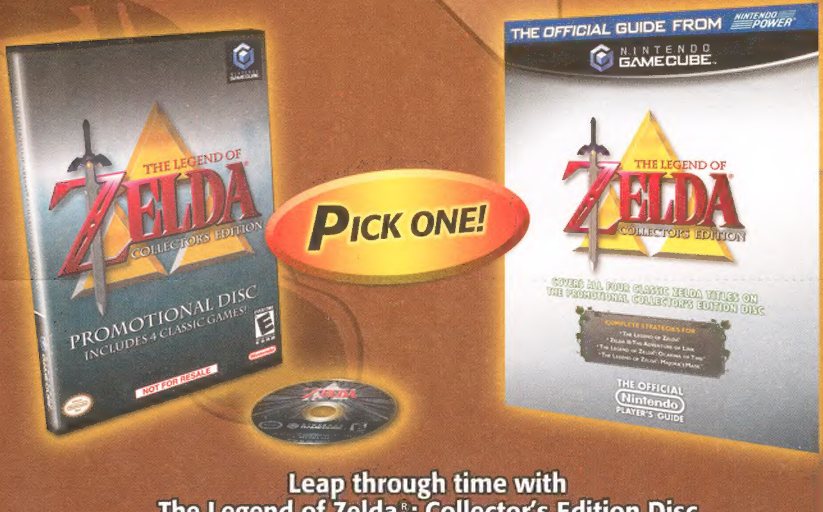
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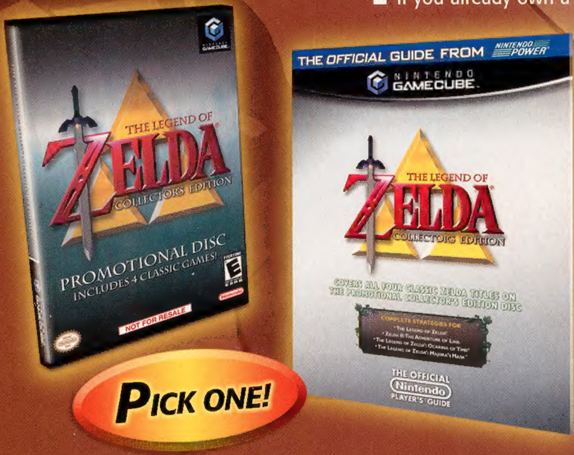
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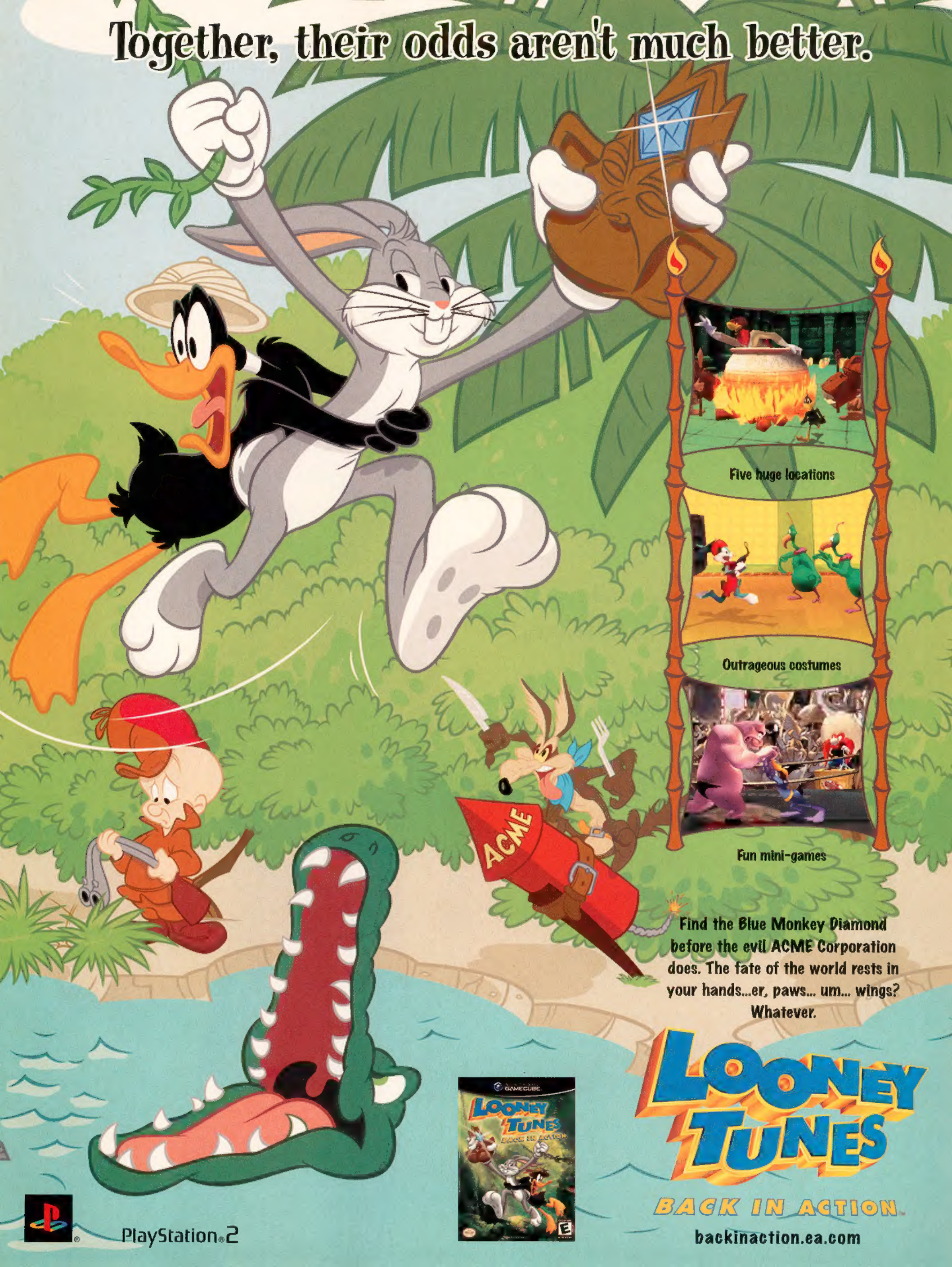
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CONTENTS

VOLUME 176—FEBRUARY 2004

GAME STRATEGIES

32 The Sims Bustin' Out

42 Prince of Persia: The Sands of Time (GCN & GBA)

52 I-Ninja

58 R: Racing Evolution

60 Pac-Man Vs.
Remember the Pac-Man Fever dance from the '80s. Man, that was sweet.

70 Sonic Heroes

80 1080°: Avalanche

86 Medal of Honor: Rising Sun & Infiltrator

92 Gotcha Force

96 Mario Kart: Double Dash!!

100 True Crime: Streets of L.A.

104 Tony Hawk's Underground
Tony Hawk fights moles and earthworms. Film at eleven.

108 The Lord of the Rings: The Return of the King

114 Beyond Good & Evil

124 James Bond 007: Everything or Nothing

130 Sword of Mana

140 Mario & Luigi: Superstar Saga

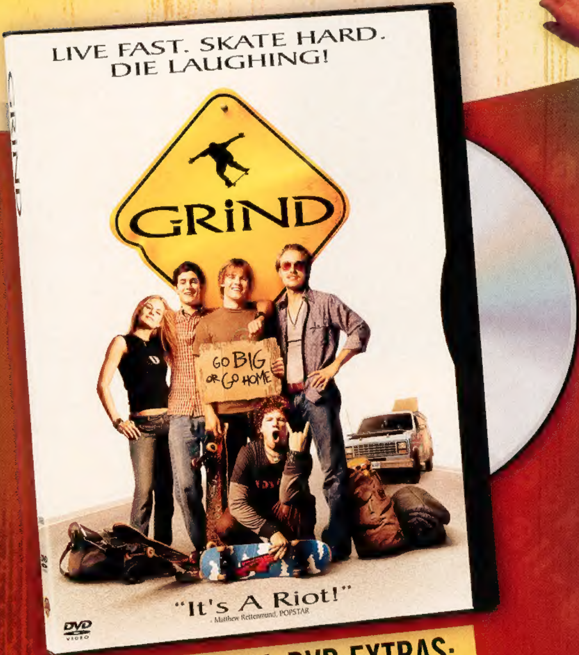
SPECIAL FEATURES

50 Final Fantasy: Crystal Chronicles

76 Metroid: Zero Mission
Samus puts meaning into our lives.

32 You mess with the 'fro, you got to go!

EAT. SLEEP. SKATE. LAUGH.



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42 Now there's a bright idea.

DEPARTMENTS

10 Player's Pulse

16 Power Charts

20 Game Watch

28 Power On

30 Nintendo Online

62 Classified Information

98 Player's Poll Sweepstakes
Meet Will Wright!

120 Pokécenter

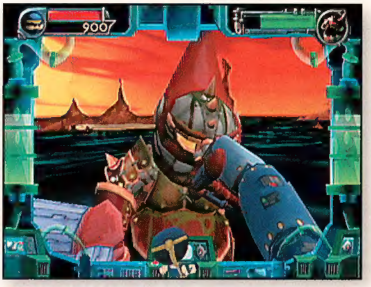
126 Epic Center

146 Now Playing
All the print that's news to fit.

156 NP 411

158 The Nindex

160 Next Issue
It's like having a crystal ball! Only not really.



52 Biff! Sock! Pow! Oof!

92 Goodnight nurse!

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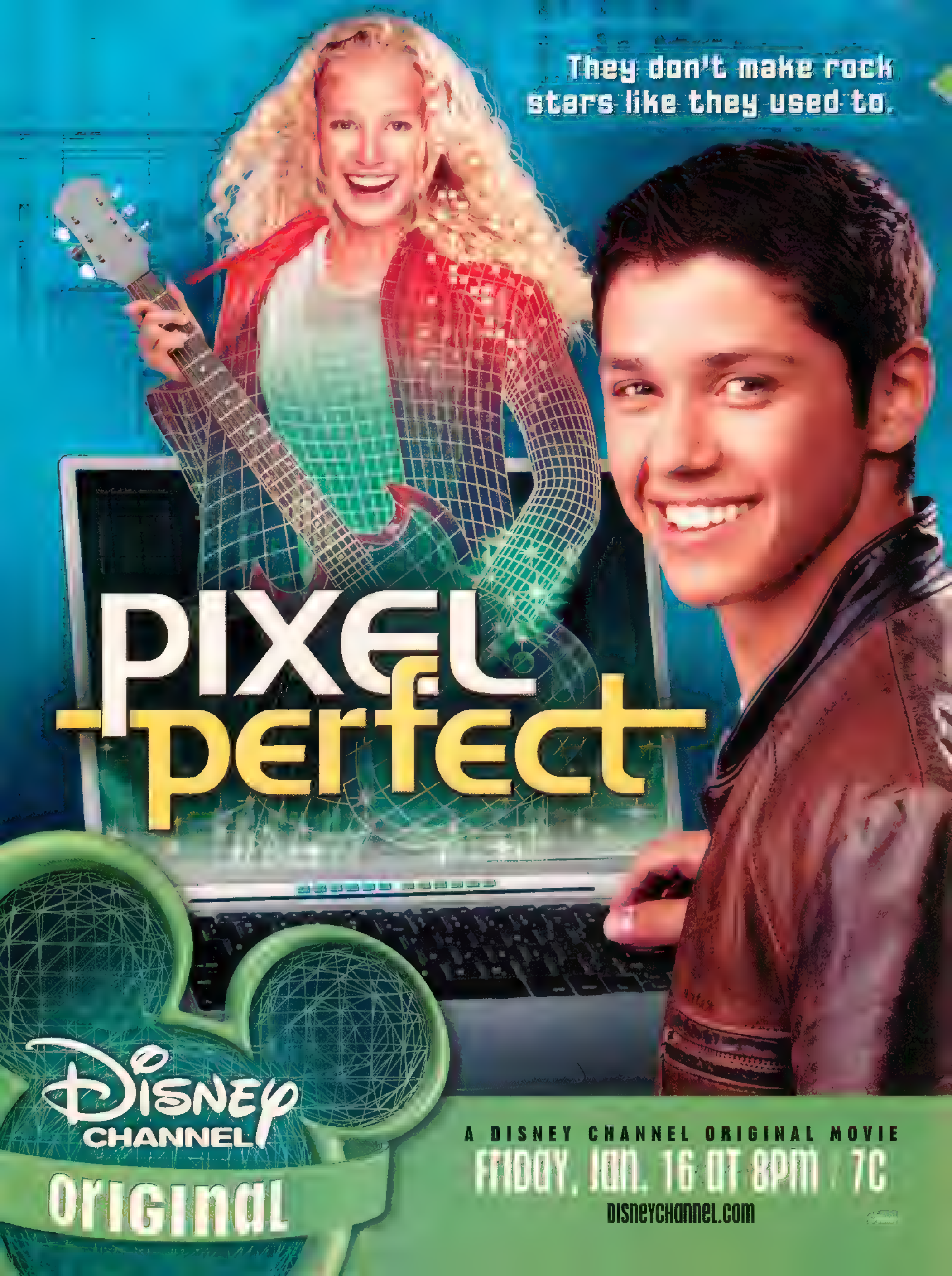
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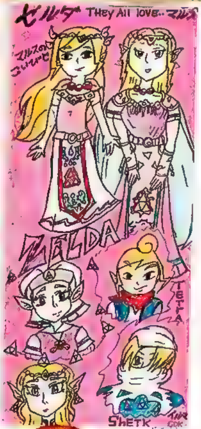

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KA-POW

We've got holiday cheer for you, in addition to the latest news and tips from the pros in this month's Player's Pulse. Your New Year's resolutions (on page 12) are great! We hope you accomplish all that you hope for—keep us updated on your progress.

WHAT IN THE WORLD IS KIRBY?

For years the question has been going around: What is Kirby? He's been called one tough cream puff. If this were true, he would be a pastry (which he is not), and he would have a whipped-cream filling (which he does not have). I've also heard people say that he is a marshmallow. He's pink (which would contradict both theories), and he loves to eat (which would also contradict both theories). So, maybe you could shed some light on this little conundrum. Could you please? Thanks.

Mike Farron
Via the Internet

Well, technically, he's a Warpstar Knight in training. As for what kind of creature he is or where he came from, no one really knows. It may be discovered someday on the Kirby: Right Back At Ya! cartoon that shows every Saturday morning on the Fox Network's Fox Box.

BRUTIS: FACT OR FICTION?

You guys just have to answer this for me in an issue of NP so all Animal Crossing players can see it. I have heard so much about a new villager all of a sudden popping up in certain players' villages. Which villager you ask? Well, the name is Brutis. Many players think it is all a lie. Others think it is a game glitch or something Nintendo left in there to make things more interesting. Ok. My questions is: Does Brutis really exist or not?

Karlo Mendiola
Via the Internet

We've never heard of this Brutis fellow, and according to our Animal Crossing experts, there is no Brutis in the world of AC. But if anyone catches him in action, send us a picture.

GAMING INSPIRATION

I am sending this e-mail in reference to a 10-year-old special-needs boy in North Carolina who apparently has a love for video games. His favorite is his Game Boy Advance. He's only allowed to play it on the weekends because of school. He also has an ability to master them all. He has many of these GBA games, and...his friends come to him when they can't get past certain levels of any game. This boy loves these games so much, he stays up until late at night on the weekends and gets up in the wee hours of the mornings to play them. While my primary objective for this child is his school work, his IQ soars up when it comes to these games. [Despite] all of the trouble this boy has with daily life and activities, he is definitely an A+ student with these games. This child is my son and I definitely appreciate that there is something out there that my son by far exceeds others in. It makes him proud too.

Elated Mom
North Carolina

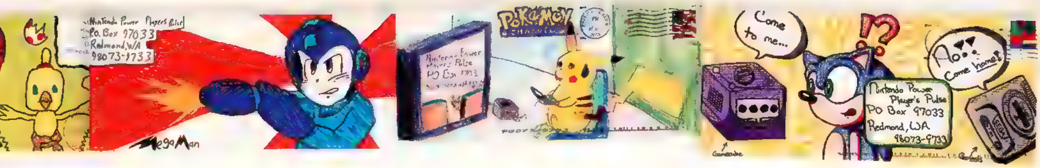
That's such an inspiring story. Thanks for sharing it with us!

LETTER OF THE MONTH

I'm very curious. When I [see] sneak peeks of GCN and GBA games, [such as] Final Fantasy: Crystal Chronicles, Fire Emblem and Sword of Mana, they were mostly in Japanese. Do we play games that were made [in] Japan? If yes, why? And how can you translate games into English?

Carrie Kwong
Utah

Lots of games are developed in Japan, where many game development teams are located. When Japanese games are brought to North America, a localization team typically translates the games into English. The tough part is translating jokes so they still get a laugh. One great example of a game that is filled with clever jokes and puns that was originally developed in Japan is Mario and Luigi: Superstar Saga. Many of the character and location names in the game are based off laughter noises, which differ from one culture to the next. For example, Gerakobitts (based off the Japanese laughter sound "gera") became Fawful (based off the English laughter sound "guffaw"). When we first see games at NP, they are often still in Japanese.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NINTENDO COSTUMES GALORE!

We received so many photos of great Halloween costumes this year. Here are a few of our favorites. Thanks everyone!

Joe Houser and Frederick Rombouts, Pennsylvania

Donovan Schwach and Justin Greenberg, Via the Internet

Mason, Via the Internet

Matthew Wray, Arizona

NINTENDO FLAIR!

I have a peculiar question for the staff at Nintendo Power. Most jobs require you to wear their merchandise or require you to dress according to a company's standards. Do you need to garb yourselves in any Nintendo gear and/or own a GBA or GameCube to be a part of Nintendo Power? I always thought that you would go about your jobs wearing a Nintendo Power shirt, or maybe blue suspenders and red shirts. Is any of this true?

Sean McKeag
Connecticut

Yes! Every third Friday of the month, they require us to dress up as random Nintendo characters and sing our favorite Nintendo game tunes while juggling GBA SPs. OK, not really....

TRACKING DOWN TETRA

I am very concerned about something. In Volume 173 you listed Tetra's Trackers and Four Swords for the GCN in the Game Watch section. In Volume 174, it wasn't there! Please tell me that it's not just coming out in Japan!

Jake Grenier
Via the Internet

Don't fret! Tetra's Trackers and Four Swords for the GCN are still in our forecast. It is currently not announced for North America, but both games are now announced for release in Japan. See this month's Game Watch for a sneak peek!

DOUBLE-TAKE

I noticed that some games have a seal that looks like the Official Nintendo Seal of Quality, without the [word] "quality." Are there two versions of this seal or did Nintendo change it to conserve that gold paint? Does the seal with [the word] "quality" [on it] show that it is more approved by Nintendo than those with just "Official Nintendo Seal?"

SonGolin
Via the Internet

In the past, Nintendo had two seals to indicate that a product was licensed—one that said "Official Nintendo Licensed Product" and one that said "Official Nintendo Seal of Quality." We've recently switched to a universal seal that covers all Nintendo licensed products and merchandise. Though the look and phrasing may differ slightly between the old seals and the new one, Nintendo's dedication to quality remains the same.

PROMOS YOU WON'T WANT TO MISS!

I was reading my December 2003 issue of NP and in the Game Watch section it was talking about Pac-Man Vs. It looks really cool, but it said [the game] was only available through a free bonus disc. How do you get this disc?

Shane Teague
Via the Internet

There are three great ways to score Pac-Man Vs. The disc comes with the purchase of Namco's R: Racing Evolution and I-Ninja. You can also get it bundled with the Player's Choice version of Pac-Man World 2.

Hi, I'm an N-Sider member [at nintendo.com] and I registered Mario and Luigi: Superstar Saga and Mario Party 5. So, how do I get my free copy of The Legend of Zelda: Collector's Edition? Thanks.

Adam Damascus
Via the Internet

As a member of My Nintendo, after you register two selected Nintendo games and your GCN at nintendo.com, your free Collector's Edition disc will be shipped to you automatically. Check out nintendo.com for further details.

TIPS FROM THE KREW

I am playing Golden Sun [The Lost Age], and I love it, but I'm stuck. I can't find a certain item that I need to complete the game. The item I can't find is called Growth. I have searched through all the towns and caverns, but I can't seem to find it. Please help me out!

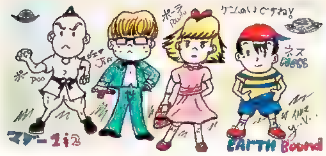
Johan Bgenholm
Via the Internet

Actually, Growth is a spell, not an item, which may be why you've been having a hard time finding it. To get one of your characters to have Growth, simply equip him or her with Venus and Mars Djinn.

I'm a little confused about the character creation menu in Fire Emblem. It seem that different symbols appear next to the character's name, depending on the birth month. The symbols seem to be Dark, Light, Anima, Ice, Lightning, Wind and Fire magics. Can you please shed some light on this matter? Thanks.

Michael Vestal
Texas

Depending on which birth month you choose, your character will have an affinity toward a certain type of magic. All characters have a magic-type affinity, which you can view in the Character Status



menu, that affects their magical strengths and weaknesses.

YOUR NEW YEAR'S GAME RESOLUTIONS!

For my Nintendo resolution I would like to finally beat all of my Zelda games. I would also like to beat all my Harvest Moon games with flying colors, and to get into NP!

Careykid
Via the Internet

I think that last year I managed to accomplish as much as I could with my games. My gaming goals for this year are to beat Metroid Prime and The Wind Waker. I will also try to complete everything in Soul Calibur II, and maybe I will have what it takes to win against my brother.

XXXGAMECUBEGIRLXXX
Via the Internet

My New Year's resolution is to finally beat Resident Evil Zero, 2, and 3! My [second] goal is to get Resident Evil Code: Veronica X.

Bob Bob
Via the Internet

My gaming goal is to beat each and every [one of the] 300 missions on Final Fantasy Tactics Advance to get Judgemaster Cid.

Matt Carmody
California

My New Year's resolution is to go back and play all old games from the N64, Super NES and NES.

Ageofpikmin
Via the Internet

I can tell you that my first resolution is to get Final Fantasy Crystal Chronicles the day it comes out (moogley fun!). Yet my main goal is to complete all the Zelda games by slicing and dicing Gannon again and again and again. I also really need to master every [character] in Soul Calibur II so I can beat my friend.

Drew Gunderson
Wisconsin

This year my New Year's resolution will be to finally beat Mega Man Battle Network 3: White Version and Final Fantasy Tactics Advance! Also, I wish to beat Billy Hatcher and the Giant Egg and The Legend of Zelda: Wind Waker!

Some Person
Via the Internet

My goal for the year is to pay off my debt to Tom Nook after [he remodeled] my house. 148,000 bells! I thought he was doing this for free! Next time he pulls something like that, I'm having raccoon for supper!

LightningElf
Via the Internet

Er...tastes like chicken?

My gaming resolution for the year is to finally beat the second-to-last mission in The Lord of the Rings: The Two Towers. If the enemies guarding the catapult don't kill me, the catapult destroys the door!

Zelda Freak 15
Via the Internet

[My first resolution is] to get an e-Reader because I feel I'm missing out on a lot in Animal Crossing. My second is to find and play Jedi Outcast and not use a single cheat, simply because Kyle Katarn is the best hero in a *Star Wars* game. For my third and last one I think I'll dig up some of my old NES cartridges (yes, I still have my NES and it's hooked up to my TV as we speak) that I never got to the end of and make it there.

Travis Wood
Via the Internet

For my New Year's resolution, I plan to keep my town in Animal Crossing nice and tidy. My town, Mordor, is usually full of weeds, item and paper. In some areas, [such as] around my house, it is so cluttered that you can't even see the ground. In 2004, I plan to finally keep my town clean! Newcomers will like it better and I will feel better about my town. I will put extra items in my (mostly) empty basement, I will pick weeds often, and I will lower the amount of buying sprees I go on!

Neil Christianson
Via the Internet

You may notice a change in this month's Nintendo Power. After much debate and discussion, we've decided to retire the Arena page. But while it may not appear as a monthly column anymore, we'll still put forth special challenges in other sections of NP. We'll print the winners of Arena contests from Volumes 174 and 175 in Player's Pulse.

F-Zero GX: Best Lap Time on Slim Line Slits (V. 173)

Justin Dryer: 1:34:805
Ryan Jenning: 1:57:778
Alex Tatum: 2:00:249
Michael Popp: 2:10:001
Matt Gallagher: 2:11:025

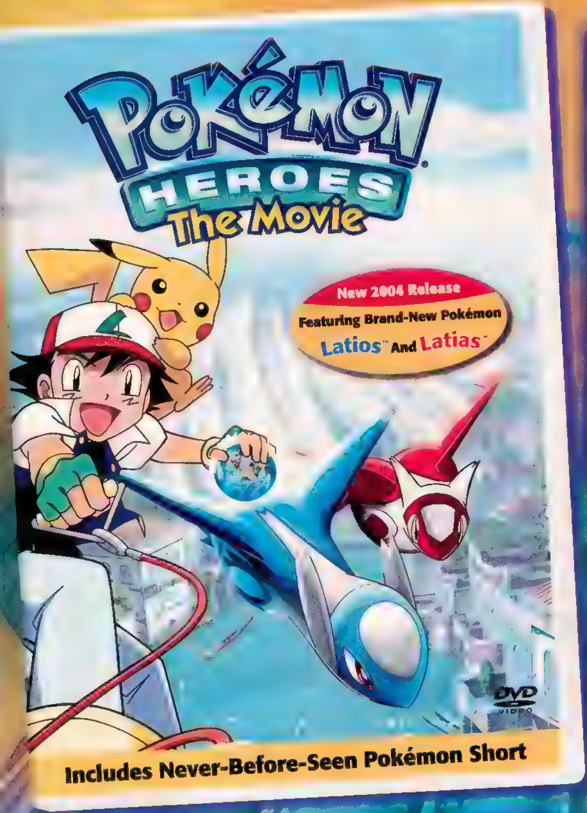
Border Art Provided By:

Anonymous, Arizona
Anonymous, California
Josh Bugg, Alabama
Allistair Fraser, Nova Scotia
Rachael Pratt, Ohio
Geoffrey Rowe, Arizona
Samantha Sanford, Missouri
Alex Shannon, Arizona
Irma Valenzuela, California
Irma Vissoni, California
Jun-qi Zhai, Massachusetts
Bradley Zumwalt, Oregon

WRITE AWAY RIGHT AWAY

Whiling the hours away playing video games with your best friends can create some of the best memories. Remember the time you barely won a close race in Double Dash!! or came up with a sweet taunt in Soul Calibur II? What is (or was) your favorite Nintendo game to play with your friends, and why? Send your response to the addresses listed in the 411 section on page 156.

CATCH ALL THE COOL STUFF INSIDE!


Pokémon
HEROES
The Movie
New 2004 Release
Featuring Brand-New Pokémon
Latios™ And Latias™
DVD VIDEO
Includes Never-Before-Seen Pokémon Short

Actual Size 11" x 17"
Which is Your Favorite Pokémon Character?
Latios
80 HP
Super Psy 10
Freeze Dry 30
Latias
70 HP
Psy
Flame 20

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AWESOME DVD BONUS MATERIAL

- *Camp Pikachu* Short
- Location Scouting In Venice
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- *Pokémon Heroes* Trivia Game

Your favorite Pokémon characters Ash and Pikachu are back for a new adventure in a magical city of canals and mazes...with two brand-new stars, Latios™ and Latias™.

New To DVD & Video January 20

G | GENERAL AUDIENCES
All Ages Admitted
For rating reasons, go to www.filmratings.com
Bonus Material Not Rated

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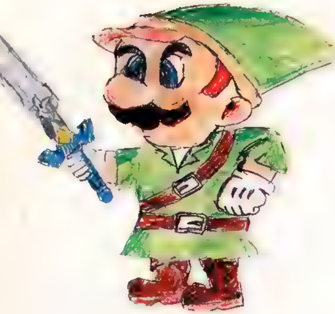
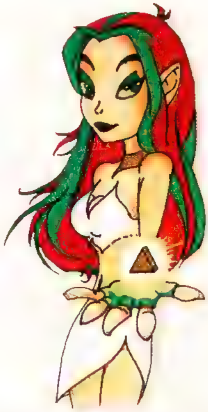
MIRAMAX

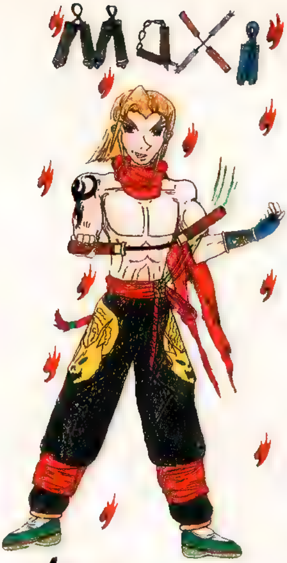
PLAYER'S PULSE ARTIST'S GALLERY



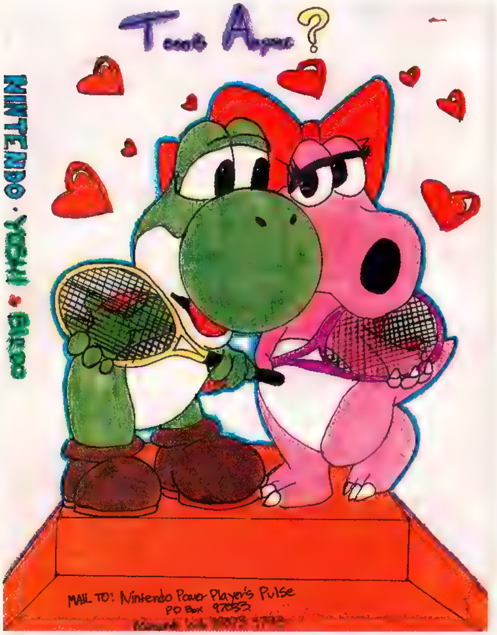
A.J. Roper • Arizona



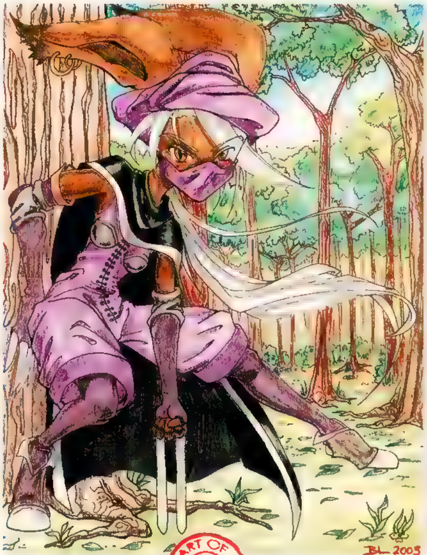
Elizabeth Simpson • Washington



Rita Dugas • Texas


Tennis Anyone?
NINTENDO · YOSHI · Birdo
MAIL TO: Nintendo Power Player's Pulse
PO Box 97033

Toryann Lee • Hawai'i



Betsy Luntao
California

ART OF THE MONTH
CONTEST WINNER

Bring it On...
Rise to the Challenge!
MEGAMAN™
BATTLE CHIP CHALLENGE
MEGAMAN 15
RATING PENDING
RP
CONTENT RATED BY ESRB
BRADYGAMES
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capcom.com/megaman

Face off against your opponents. Earn new battle cards and chips and power 'em up! Test your skills in cool new battle scenes and prepare for the ultimate battle for "Net Domination" in the Battle Chip Grand Prix.

Visit www.esrb.org or call 1-800-771-3772 for more ratings information.

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Nintendo GameCube

We'd like to give a big pat on the back to everyone who purchased Viewtiful Joe and helped it achieve the success it deserves. If you haven't picked up the game yet, you owe it to yourself to find out what all the fuss is about.

TOP-SELLING GAMES* NINTENDO GAMECUBE

		[illegible]	[illegible]
1	[illegible]	[illegible]	[illegible]
2	VIEWTIFUL JOE	•	1
3	KIRBY AIR RIDE	•	1
4	SOUL CALIBUR II	1	3
5	SUPER MASH BROS. MELEE	4	22
6	TEENAGE MUTANT NINJA TURTLES	•	1
7	SUPER MARIO SUNSHINE	13	10
8	BILLY HATCHER AND THE GIANT EGG	10	2
9	TAK AND THE POWER OF JUJU	•	1
10	LUIGI'S MANSION	12	16
11	THE SIMPSONS: HIT & RUN	7	2
12	MARIO GOLF: TOADSTOOL TOUR	6	4
13	STAR FOX ADVENTURES	18	9
14	NBA LIVE 2004	•	1
15	WWE WRESTLEMANIA XIX	2	2
16	THE LEGEND OF ZELDA: THE WIND WAKER	9	7
17	MADDEN NFL 2004	5	3
18	F-ZERO GX	3	3
19	SONIC ADVENTURE DX: DIRECTOR'S CUT	8	5
20	SSX 3	•	1

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE * NINTENDO GAMECUBE

		[illegible]	[illegible]
1	[illegible]	[illegible]	[illegible]
2	BEYOND GOOD & EVIL	1	3
3	MARIO KART: DOUBLE DASH!!	2	3
4	PRINCE OF PERSIA: THE SANDS OF TIME	•	1
5	VIEWTIFUL JOE	4	8
6	XIII	•	1
7	PAC-MAN VS.	•	1
8	THE LORD OF THE RINGS: THE RETURN OF THE KING	6	2
9	I-NINJA	•	1
10	SONIC HEROES	•	1
11	THE SIMS: BUSTIN' OUT	•	1
12	BILLY HATCHER AND THE GIANT EGG	17	6
13	MADDEN NFL 2004	18	6
14	SOUL CALIBUR II	8	8
15	SSX 3	5	2
16	1080°: AVALANCE	10	2
17	THE LEGEND OF ZELDA: THE WIND WAKER	•	11
18	TIGER WOODS PGA TOUR 2004	12	4
19	*STAR WARS* ROGUE SQUADRON III: REBEL STRIKE	14	4
20	F-ZERO GX	13	6

*Player's Choice and Most Wanted information courtesy of the NP Krew.

Future Release

KEY:

MOST WANTED

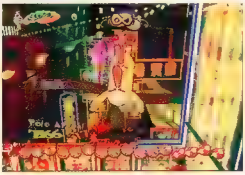
1	[illegible]
2	[illegible]
3	[illegible]
4	[illegible]
5	[illegible]

There are some individuals who would prefer that we not publish a game like Go! Go! Hypergrind.

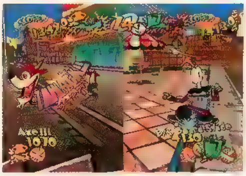
Let them vent.

"Do you like skating? If you do then Go! Go! Hypergrind should rocket to the top of your "Must buy" list. You won't be disappointed."
- Nintendophiles

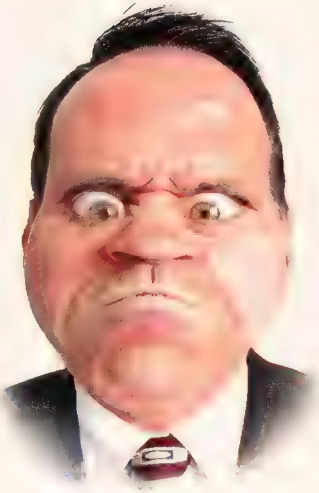
"Go! Go! Hypergrind is fast, fun, kooky, and it looks great."
- IGN.com

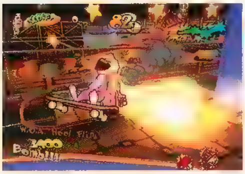


Skate as one of 12 crazy, cool competitors, designed by SPUMCO, the world-famous animation studio responsible for The Ren & Stimpy Show and The Ripping Friends!

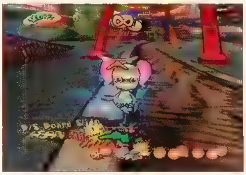


Compete in a multitude of head-to-head multiplayer modes such as Push, Race and Battle!





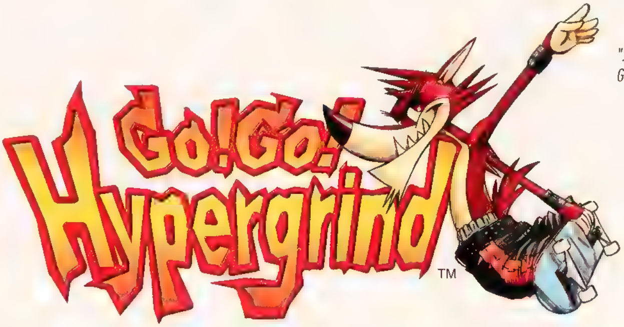
Use the new "Negative Reaction" system to score insane points and beg'n your rise to stardom! Chain multiple Negative Reactions together with normal tricks for insane combination points!



Powerful graphics engine allows for real-time character deformation. The wacky, cel-shaded skateboarders can be subjected to numerous humiliations, such as being set on fire, flattened and covered in caca

"...your ticket to many nights of great gaming."
- NintendoInsider.com

"...absolutely insane..." - GamesAreFun.com



CRUDE. CRAZY. CONSTITUTIONALLY PROTECTED.

TEEN
T
Crude Humor
Suggestive Themes
Violence
ESRB CONTENT RATING www.esrb.org

DOLBY DIGITAL PRO LOGIC II

NINTENDO GAMECUBE.

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1492 Columbus declares the world is round.
2003: Michael disagrees.
Nintendo
NINTENDO GAMECUBE
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NINTENDO GAMECUBE

Wal-Mart Corporation

Game Boy

In what should come as a surprise to no one, Super Mario Advance 4 debuts atop the Game Boy sales chart this month. We hope you'll show the same love for Superstar Saga—if you don't, you might make Luigi cry.

KEY: GAME BOY ADVANCE [illegible]

TOP-SELLING GAMES GAME BOY

		[illegible]	[illegible]
1	SUPER MARIO ADVANCE 4: SUPER MARIO BROS. 3	●	1
2	FINAL FANTASY TACTICS ADVANCE	1	2
3	POKéMON PINBALL: RUBY & SAPPHIRE	2	3
4	POKéMON RUBY	3	7
5	POKéMON SAPPHIRE	4	7
6	NAMCO MUSEUM	8	5
7	FROGGER'S ADVENTURES: TEMPLE OF THE FROG	●	3
8	DONKEY KONG COUNTRY	5	5
9	PAC-MAN COLLECTION	●	2
10	MEGA MAN ZERO 2	●	1

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source

PLAYER'S CHOICE* GAME BOY

		[illegible]	[illegible]
1	MARIO & LUIGI: SUPERSTAR SAGA	1	3
2	FIRE EMBLEM	3	5
3	FINAL FANTASY TACTICS ADVANCE	4	8
4	SWORD OF MANA	2	3
5	METROID: ZERO MISSION	●	1
6	HARVEST MOON: FRIENDS OF MINERAL TOWN	7	6
7	GOLDEN SUN: THE LOST AGE	●	8
8	PRINCE OF PERSIA: THE SANDS OF TIME	●	1
9	WARIO WARE, INC.: MEGA MICROGAMES	6	9
10	SONIC PINBALL PARTY	10	5

*Player's Choice and Most Wanted information courtesy of the NP Krew.

NINTENDO GAMECUBE
Nintendo GameCube
$99⁴⁴
Player's Choice
Metroid Prime
Player's Choice
Super Smash Bros. Melee
Player's Choice
Luigi's Mansion
WaveBird Wireless Controller: Platinum

PRODUCTS RANGE FROM RATING PENDING TO TEEN
E-T
CONTENT RATED BY ESRB

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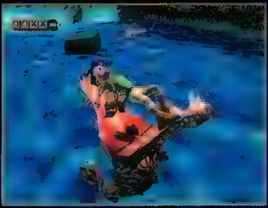
GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS

EA Sports BIG breaks free from the familiar playbooks and crowded stadiums of the NFL to bring you gridiron action at street level. NFL Street for GCN is no-holds-barred pigskin perfection. Check it out.

THE SPOTLIGHT

Pitfall: The Lost Expedition



It's a jungle out there, and Pitfall Harry is the ideal hero to battle beasts and solve ancient mysteries in Activision's GCN adventure.

Bomberman Jetters

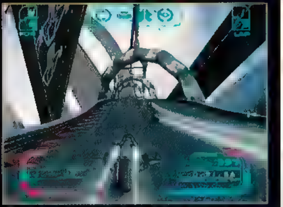
Majesco and Hudson Soft are teaming up to bring you more explosive adventure and multiplayer mayhem for Nintendo GameCube.

Custom Robo

と、とにかくそのロボはオマエが
動かせるようになったから!
早く、ライブしろ!

What are Japanese GCN players looking forward to? Big robots battling each other, that's what. Take a peek at Custom Robo.

XGRA: Xtreme G Racing Association



Acclaim's incredibly fast, futuristic motorcycle racer is ready to rev on GCN. XGRA features exotic weapons and amazing tracks.

Sonic Battle

Get out of the way, and
give me that robot!

Sonic uses fists of fury and special moves to defeat Dr. Eggman and his cronies in the GBA fighter from Sega and THQ.

Sabre Wulf

Who's afraid of the big bad Sabrewulf? Not THQ, which is publishing Rare's unique side-scrolling action game for GBA.

THE GAMING NEWS FOR FEBRUARY 2004

MARIO FOR PRESIDENT

Promising "pasta in every pot" and "Nintendo GameCubes in every home," video game pioneer Mario announced his bid for the U.S. presidency and encouraged his supporters to join the Mario Party. Sources close to the campaign said that Mario was considering following in the footsteps of John F. Kennedy by making his brother, Luigi, an integral part of his administration, possibly even his running mate. The rest of Mario's top advisers— Toad, Yoshi and Donkey Kong— embody diversity itself. The political quintet has been dubbed the Mario Party 5. A vote for Mario is a vote for fun!

VIRTUA ADVENTURE?

Sega has announced that AM2 is developing Virtua Fighter: Cyber Generation for Nintendo GameCube. Although the title is not currently scheduled for release in North America, reports out of Japan suggest that the game combines action and RPG elements, which is a dramatic shift from the hard-core fighting style of previous Virtua Fighter titles.

NINTENDO TALKS TURKEY

The week of Thanksgiving is the traditional kick-off to the holiday buying season, and according to data from the top retailers in North America, people were stuffing more Nintendo GameCubes into their shopping carts than any other console... except for Game Boy Advance. More than a half million GCNs were sold during the week along with almost 600,000 GBAs. In just two months—following the September 25th price reduction to an MSRP of $99 U.S.— Nintendo GameCube has moved to the front of the pack as the best-selling home video game console. That's good news for the Mario Party, which hopes to see a GCN in every home.

BLOWOUT BLOWOUT

Last month we revealed that Majesco was set to release Blowout—an alien-blasting shooter for GCN—in late January or early February 2004. This month, Majesco reports that the game will have an amazingly attractive MSRP of just $9.99 U.S. Thank you, Majesco!

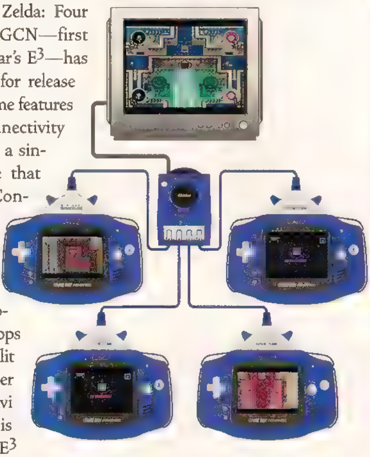
ATARI'S NEW TERMINATOR

Atari has revealed that it is working on Terminator 3: Redemption—a new GCN game based on *Terminator 3: The Rise of the Machines* movie. Players will take on Arnold Schwarzenegger's role as the Terminator for vehicle- and character-based combat in the third-person, 3-D action game.

WHAT'S NEW AT THQ

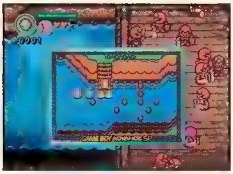
THQ's early 2004 lineup includes two previously unannounced titles—Sonic Advance 3 and Scooby-Doo!: Two Monsters Unleashed for GBA. Also look for Scooby-Doo!: Mystery Mayhem for GCN.

FOUR SWORDS IS BETTER THAN ONE



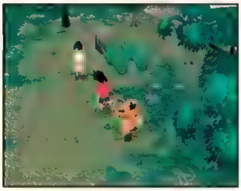
The Legend of Zelda: Four Swords for GCN—first shown at last year's E^3—has been scheduled for release in Japan. The game features four-player connectivity using GBAs and a single-player mode that uses a GCN Controller. In the single-player mode (shown in the top screenshot) a separate window pops up when you split off from the other characters. Navi Trackers (which is similar to an E^3 demo called Tetra's Trackers) is also included on the disc. There are no current plans for a North American release.

あなたと遊びたいようです。
チンクルと遊びますか?



MEDABOTS TO INFINITY

Customize your medabot, solve puzzles and engage in robot battles in Natsume's Medabots: Infinity for GCN. In scenario mode, one player faces a series of battle encounters, and two players can face off in the Vs. mode.

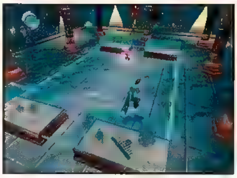


GBA GOES UNDERGROUND

EA Games' edgy racer, Need for Speed Underground, comes to GBA loaded with 3-D tracks, car customization and three modes—Multiplayer, Quick Race and Go Underground. As you win circuit-, sprint-, drift-and drag-style races, you'll earn money and unlock hot rides and new parts. Every night you'll have the chance to take on new challenges and increasingly competitive drivers.

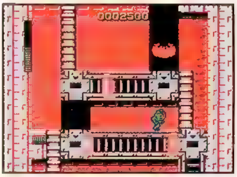
IT TAKES A THIEF

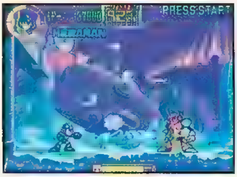
Carmen Sandiego—the world's most notorious thief—is hot on the trail of eight drums that will lead her to a lost African temple and a great treasure. As A.C.M.E. agent-in-training Cole Gannon, you'll track Carmen's progress around the globe, battling enemies, solving puzzles and searching for clues. BAM! Entertainment's Carmen Sandiego: The Secret of the Stolen Drums is far more than an interactive text book—it's an action-adventure romp with something extra.

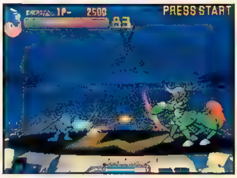


MEGA GAME FOR MEGA FANS

To celebrate 15-years of Mega Man games, Capcom is bringing 10 classic Blue Bomber titles to GCN this February. The awesome collection includes Mega Man 1 through Mega Man 8 and two games never released in North America—Mega Man the Power Battle and Mega Man 2 the Power Fighters. The disc also contains special features, such as unlockable art, interviews with producers and anime videos. If you've never played a Mega Man game, you're in for a treat. The platformer series is renowned for its challenging boss battles and cool upgrade items. Longtime Mega Man fans know that good times are on the way.







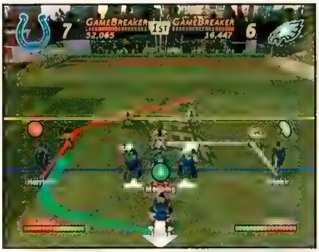
MASTER THE UNIVERSE

He-Man debuts on GCN in TDK Mediactive's 3-D hack-and-slash adventure Masters of the Universe—He-Man: Defender of Grayskull. He-Man must bust out of prison, gain new battle skills and ultimately take on Skeletor, who is attacking Grayskull. Fortunately, you're armed with the biggest sword in the universe, and Skeletor's minions are pathetic fools. Bwa ha!

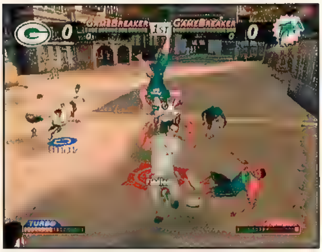
NFL STREET

Game Type: Sports
Publisher: EA Sports BIG
ETA: January 2004
System: Nintendo GameCube

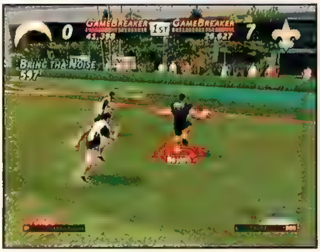
EA staked out fresh turf with NBA Street; now it's bringing the NFL to the neighborhood. Over 300 current NFL players will tear off their helmets and take out the trash in EA's upcoming arcade football game, NFL Street. As you beat down the competition in seven-on-seven sandlot games, you'll want to pull off all the taunts possible as you head into the end zone to crank up style points. If you earn enough points, your whole team will go into GameBreaker overdrive—and then you'll *really* see some moves that'd make the NFL's refs keel over. Quick Game mode lets you pick one of the 32 NFL teams and take it into one of eight urban fields, and Pick Up Game mode lets you cherry-pick from 40 randomly selected NFL players for a quick showdown. But NFL Street's Challenge mode really puts the game in a league of its own with over 200 unique challenges to test your team's mettle.



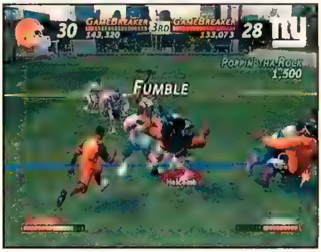
NFL Street puts style on the front burner, but it's still got solid game and intuitive controls.



The game's arcade style makes bone-crunching moves part of every play.



The more you taunt, the more points you'll earn toward putting your team in GameBreaker state.

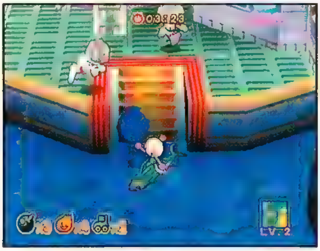


No matter whether you're on offense or defense, GameBreaker makes your team nearly unbeatable.

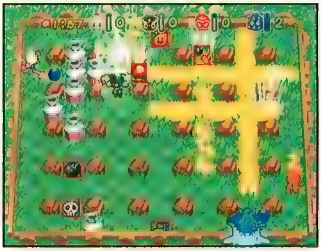
BOMBERMAN JETTERS

Game Type: Action
Publisher: Majesco
ETA: February 2004
System: Nintendo GameCube

Bomberman Generation won top props in the NP Awards as the most overlooked game of 2002. Now Majesco's sending an exclusive sequel your way: Bomberman Jetters. It's proving to be an even bigger blast with its mix of classic ingredients—explosives, cute characters—and new twists like cel-shading, plus catch-'em-all creatures that lend their unique elemental kick to your bombs.



In the new story, you'll catch and level-up critters that help you travel and pump up your arsenal.

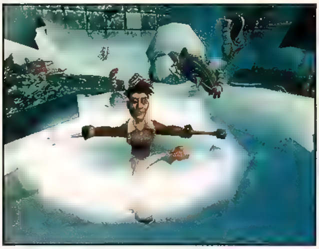


Bomberman's earned fandom with multiplayer games, so the sequel's sure to be a high-impact hit.

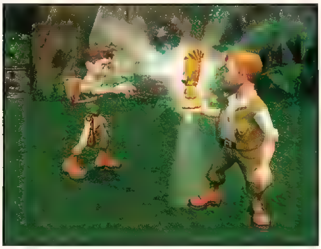
PITFALL: THE LOST EXPEDITION

Game Type: Adventure/Platform
Publisher: Activision
ETA: March 2004
System: Nintendo GameCube

Pitfall was one of the most swingin' titles of the '80s, a 2-D run that demanded perfect vine-jumping to avoid crocodiles. For the series' epic comeback, Activision is equipping its hero for a much larger game. As he explores 40-plus levels, Harry will scale glaciers with axes, brandish a slingshot against beasts never seen in the series and take an inner tube out for a rapids challenge.



Activision's blazing a new trail with Pitfall. Harry's going to spend time on the ice.

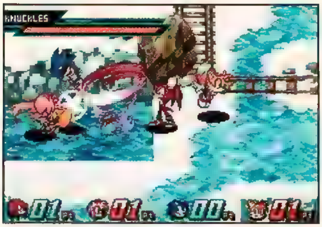


Gamers jonesing for jungle adventure will get more story than ever before seen in the series.

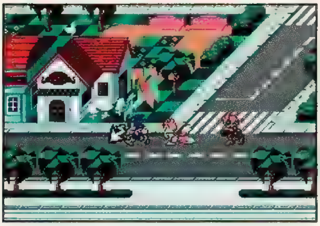
SONIC BATTLE

Game Type: Fighter
Publisher: Sega/THQ
ETA: January 2004
System: Game Boy Advance

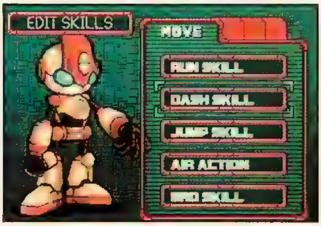
Super Smash Bros. Melee set the standard for GCN brawlers, but Sonic Battle may prove king of the hill among the GBA's melee games. SonicTeam has fueled the Pak with all of the fierce attitude and moves that give Sonic, Knuckles and seven other members of the true-blue crew their usual fighting spirit. Battles are staged on a variety of isometric fields and are the focus in the main modes: Battle Mode, for single- and multiplayer brawls; Story Mode, in which you'll uncover Dr. Eggman's latest plot; and Challenge Mode, which pits you against a series of foes. To start a multiplayer Battle Mode game, each player must have a Pak. But a single copy also provides minigames for up to four linked GBAs. No doubt, Sonic Battle will soon shake up the handheld scene.



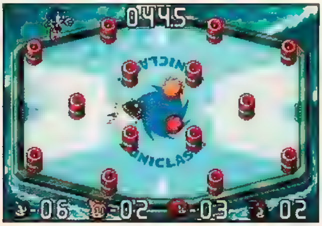
In Battle Mode, up to four players, each with the Sonic Battle Pak, can link up to lock horns.



In Story Mode, you'll choose a character then rove the world in search of battles—and your destiny.



Story Mode also allows you to teach a robot moves and build the perfect battle sidekick.

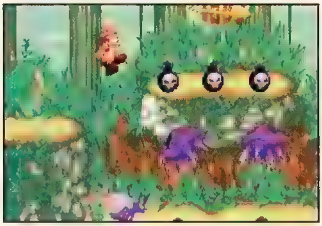


Up to four players can try to spin and bash each other off the field edges in the Soniclash mini game.

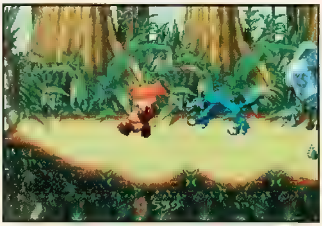
SABRE WULF

Game Type: Platform/Puzzle
Publisher: THQ
ETA: May 2004
System: Game Boy Advance

If you're not familiar with Rare's Sabre Wulf character, you may recall pith-helmetted Sabreman in Banjo-Tooie and Sabrewulf in Killer Instinct. They'll soon return to form when THQ releases Rare's unique platformer that sends Sabreman after his nemesis and his treasure. Each level is a puzzler on the way in, then an action platformer on the way out.



You'll use a stash of animals, such as trampoline-like varmints, to puzzle your way to the treasure.

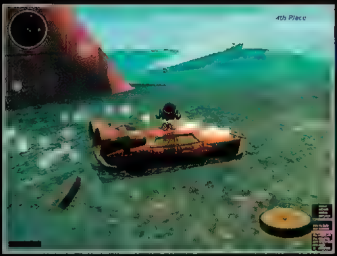


When the wolf wakes, you'll have an action-platformer on your hands as you retreat at high speed.

PROJECT: DIGIPEN

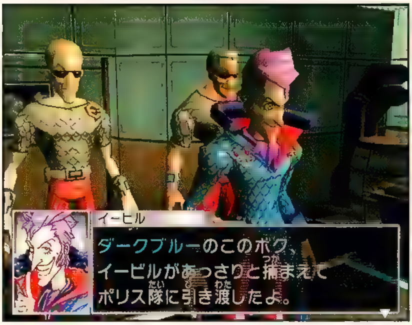
The combat-racing game, Nix, is the latest brainchild from students at DigiPen. In the sci-fi title, players race "junkyard chariots of doom," as Nix's creators call them, through a series of checkpoints and try to fry foes along the way with a turret that fires machine-gun spray, grenades, proximity mines and rockets of several painful flavors. It's a promising racin' fragfest from a smart group of DigiPen's up-and-coming talents: Adrian Bentley, Michael Gonzales, Braeden Shosa, Richard Yeager, Mark Young and Shane Whitfield. Check it out at the DigiPen site!

For more information on DigiPen and to download a copy of Nix to play on your computer, head to www.digipen.edu. There you'll also find links to more DigiPen projects and information about signing up for classes and workshops.



FEBRUARY GALLERY

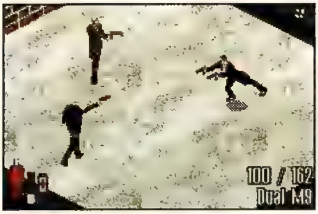
The February gallery highlights a fighting game from Japan called Custom Robo, a gritty shooter (Max Payne) and a newcomer to the GCN sports scene—EA Sports' MVP Baseball 2004. We also have an exclusive interview with the development team for Kirby Air Ride.



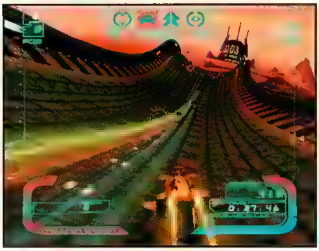
リンファ
あの強盗達が狙っているのは
極秘開発中の新型ロボ、
01よ。

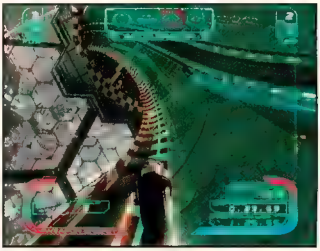
マーシャ
ハリーは…
さっき、わたしに負けたの
わかってる…？

Custom Robo
The Custom Robo series in Japan got its start on the N64 and GBA, and soon it will step up to the GCN. One of the most anticipated additions is the new four-player mode. There are no plans to release the game in North America.

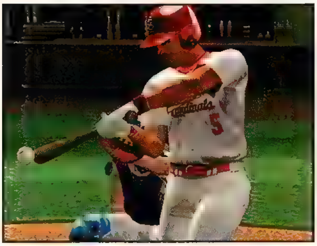


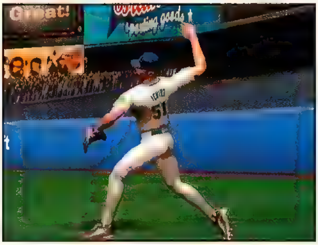
Max Payne
Max Payne is an undercover cop who finds himself in the dangerous world of drug trafficking in NYC. The film-noir-style story and amazing use of voice, music and sound effects on Rockstar's GBA Game Pak are ideally suited to the mature audience the shooter is intended for.



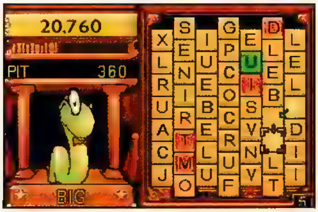


XGRA: Xtreme G Racing Association
The Xtreme G racing universe expands with eight teams, variable missions and storylines, 16 courses with different weather conditions and destructible objects. A new easy-to-use weapons system lets you concentrate on holding your line through curves or dodging missiles instead of hunting through a weapons menu. But most of all, it's very fast.

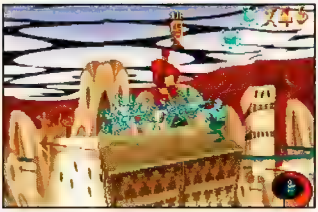




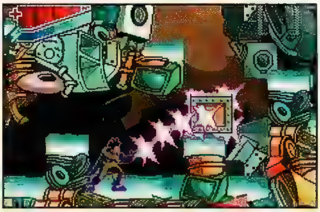
MVP Baseball 2004
EA Sports has chosen St. Louis Cardinals' all-star hitter Albert Pujols as the cover player for MVP Baseball 2004, which is headed to Nintendo GameCube this spring. This year's MVP Baseball offering builds on the franchise's tradition of authenticity with a new option to choose different types of swings at the plate, including signature cuts from the league's greatest sluggers. The game will also feature Freestyle Control, Dynasty mode and classic stadiums.



Bookworm
Majesco's engaging Bookworm for GBA is a word scramble puzzler. Spell out words to eliminate blocks, particularly explosive red ones.



Ozzy & Drix
Midway's platformer sends the pharmacological team of Ozzy and Drix chasing after contagions, such as Strepfinger, Spryman and Gluteus.



Static Shock
Virgil Hawkins has the power to control electromagnetic energy in Midway's GBA nod to the WB superhero cartoon.

DEVELOPER PROFILE

HAL Laboratory has brought mad-scientist brilliance to many Nintendo games, and Kirby Air Ride is among the best of HAL's creations. It takes a genius crew to invent games that live up to Kirby's potential, and HAL's been the force behind Kirby games for years. We recently had a chance to learn a few secrets from HAL's best minds. (In fact, the team shared so many insights that we're running the entire interview on nintendo.com and kirbykirbykirby.com. Check it out!)

NP: Thanks to everyone for taking a break from the development of your upcoming games to speak with Nintendo Power. Let's start with the most pressing question of all: HAL's logo is a dachshund with three eggs—why?

Tanimura: HAL puts deep thought into incubating completely new ideas that eventually hatch into incredibly fun games. But we don't think of the dog as a dachshund. It's a fictional creation.

NP: What's HAL's philosophy of game design?

Tanimura: Our philosophy is to provide a player with fun, surprise and—most importantly—a delightful sense of discovery.

NP: What other HAL games influenced Kirby Air Ride's development?

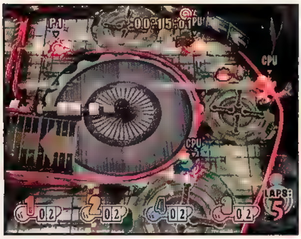
Tanimura: Super Smash Bros. Melee. We infused SSBM with a fun essence for everyone. It's easy for everyone to pick up but still provides long gameplay with lots of variety. No matter what kind of gamer you are, you can find your own fun in SSBM. Kirby Air Ride inherited that essence.

NP: Kirby started simply—just a blob on the Game Boy. What have been the challenges of evolving his character through all of the consoles and handhelds?

Tanimura: With earlier hardware, we had to leave character details to the player's imagination—remember, Kirby was even black and white on the Game Boy. But as hardware improved, we've had to decide character details along the way.

NP: Kirby has adapted to many kinds of games: platformer, pinball, puzzle, arcade, fighting and now racing. What makes Kirby so adaptable?

Tanimura: His copy ability gives him a wide range of characteristics, each one with its own flexibility. That's why Kirby's so adaptable.



Masayoshi Tanimura, Producer
Hiroaki Suga, Producer
Yusuke Kataoka, Assistant Director (Air Ride)
Norimasa Tanikawa, Assistant Director (Air Ride)
Kenichirou Kita, Design Chief (Air Ride)
Ashura Benimaru, Design Concept
Sanae Kubota, Course Design Chief (Air Ride)
Hirokazu Ando, Sound Composition Chief
Shigefumi Kawase, Director (Top Ride)

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NP: Kirby Air Ride includes three games: Air Ride, City Trial and Top Ride. How did such a generous design impact development?

Suga: Our initial plan included only Air Ride and Top Ride, then we decided to add City Trial because we wanted gamers to enjoy Kirby in more ways. It made the development schedule tight, but now players are even happier with the game's variety. It was worth it.

NP: HAL has outdone itself with Kirby Air Ride's innovative control: the A Button does nearly everything. Where did the idea start, and what "A-Button ideas" were rejected along the way?

Tanikawa: Most mainstream racing games pit the player against an all-time record that gets harder to beat. But we developed our one-button approach to make Kirby Air Ride a game that many players—beginners and advanced gamers—can enjoy together. And also so it's a title that people can start and stop playing whenever they want. As for A-Button ideas that we didn't use . . . we can't tell you. We might use them in the future!

NP: How long would it take a superskilled gamer to complete the 360 hidden tasks in Kirby Air Ride?

Kataoka: There's such a wide variety of tasks. For example, you can clear some by simply playing the game for a required amount of time, others by taking full advantage of a specific Air Ride machine, and still others come down to luck. Some tasks might be easier in multiplayer mode. But how long? It depends, but we had an extremely skilled HAL game tester complete one of the sheets of tasks—120 of the hidden tasks—in about eight hours.

NP: Kirby's had a lot of copy abilities over the years. Why did you choose those used in Kirby Air Ride?

Tanikawa: In addition to selecting abilities that rank among Kirby's most recognizable, I also chose those that have strong offensive impact and greater mobility whether players are racing or gliding.

NP: Which abilities were dropped from the game?

Tanikawa: A light-flash ability. It would have enabled players to find hidden routes and blind other players. It didn't have enough offensive impact. It was hard to avoid, so players wouldn't have as much fun attacking with it—or dodging it.

NP: What inspired the fantasy art style for the game?

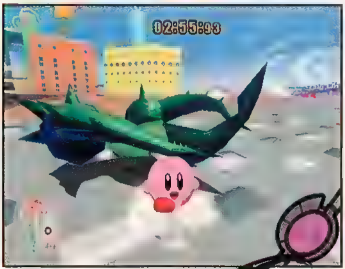
Benimaru: I pulled out every drawer of art from my imagination then threw them onto the floor. It was a process of spreading out images, then building upon them. Because of my creative flow, I made some overwhelming requests of the graphic design team. Also, after I learned the theme for each course, I expanded upon the image from a key theme word. For the "sky" course, I imagined a beanstalk design that's as high as the clouds. Working with a course's director, we often joined elements that normally don't exist together. For example, "desert" led to "dried ocean" in Sky Sands. And "ice" led to "flying whale" in Frozen Hillside.

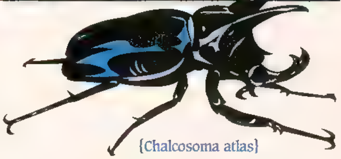
NP: What inspired the look of the secret Dragoon and Hydra machines?

Kita: I wanted the dragon to look like a machine that's at a whole different level than the other ones—fierce and scary—so we based it on legends like dragons and the phoenix. For the Hydra, I wanted players to be able to get a sense of the machine's powers just by looking at its design. I often—almost unconsciously—use shapes and details from real creatures, which are a fascination to me. I used *Chalcosoma atlas*, taking the beetle's thorns and horns as a reference for the Hydra.

NP: There are dozens of melodies in the game. What influenced the music selection and composition?

Ando: We wanted music that brought out the game's speed but also desired a range that was so impressive that it would stick in the player's mind. In addition, the music used for the cartoon had a huge influence on the game music.





The Hydra vehicle and the *Chalcosoma atlas* beetle—separated at birth? Design Chief Kenichirou Kita took inspiration for his mean, green Air Ride machine from the world of nature.

NP: Top Ride features a totally different gaming experience. What inspired its unique perspective and design?

Kawase: We wanted to create a wacky, frantic racing game featuring Kirby, so we developed a game where it was easy to see what four players were doing at all times. As a result, the top-view system came into perspective.

NP: How strongly do the creative processes behind the Kirby video-game world and the Kirby cartoon intersect?

Tanimura: Though the TV show is based on the Kirby game world, any Kirby creation, whether in animation or in games, is based on Kirby's central theme: it should provide lots of fun to kids, adults, beginners and longtime gamers.

NP: We have to ask a geeky Kirby Air Ride question for those Kirby superfans who've been following the "Kirby story" in his games and on the cartoon: How do you explain the presence of multiple Kirby characters—and in a variety of colors?

Tanikawa: Many story elements from Kirby Air Ride remain wrapped in mystery. Why are there more than one Kirby? Why aren't there any people in the city found in City Trial? Is Kirby Air Ride set on Planet Popstar or in Dream Land? We might reveal the answers in future games . . .

NP: Speaking of which, any Kirby games coming down the pike soon?

Suga: We're currently at work on the next Kirby game, one that lives up to the high Kirby standard of fun. I'd love to talk about it . . . but unfortunately, we're still keeping details secret. We'll be able to show it to Kirby fans in the near future!

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The geniuses at HAL had much more to say, so you'll find more secrets from the Kirby universe—including tips about which Air Ride machines are best for each course—in the full interview at nintendo.com and kirbykirbykirby.com.

GAME WATCH FORECAST

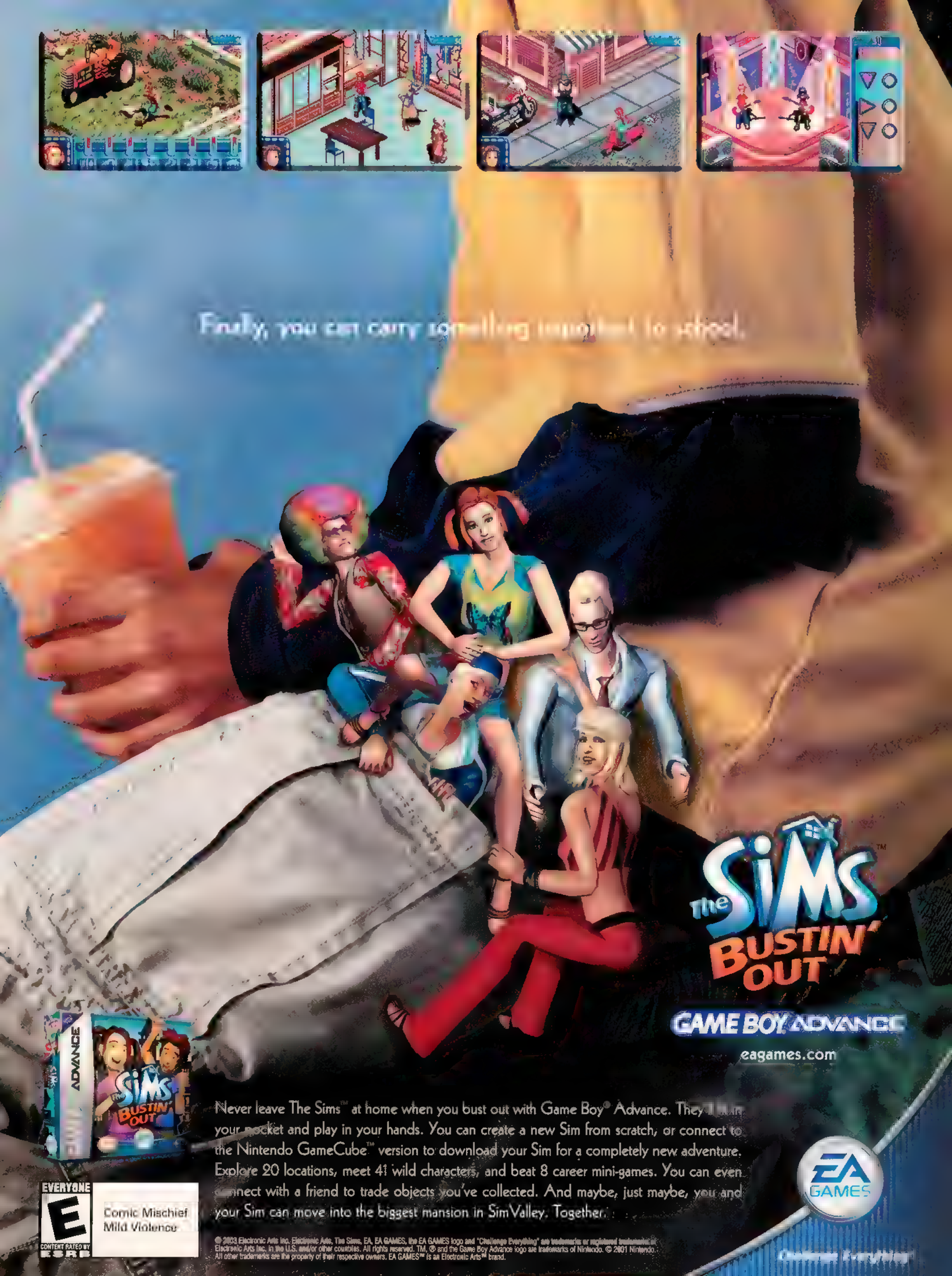
NINTENDO GAMECUBE

- BAD BOYS II
- BLOWOUT
- BOMBERMAN JETTERS
- BRATZ: FORMAL FUNK
- CARMEN SANDIEGO: SECRET OF THE STOLEN DRUMS
- CHIBIROBO
- CONAN: THE DARK AXE
- CONFLICT DESERT STORM 2
- CRUSHED BASEBALL 2004
- DEAD PHOENIX
- DEXTER'S LABORATORY
- DIGIMON RUMBLE ARENA 2
- DIGIMON WORLD 4
- EXTREME FORCE: GRANT CITY ANTI-CRIME
- FINAL FANTASY: CRYSTAL CHRONICLES
- FREESTYLE STREET SOCCER
- GALIDOR: DEFENDERS OF THE OUTER DIMENSION
- GEIST
- HARVEST MOON: A WONDERFUL LIFE
- HE-MAN: DEFENDER OF GRAYSKULL
- JAMES BOND 007: EVERYTHING OR NOTHING
- JUDGE DREDD: DREDD VS. DEATH
- JUSTICE LEAGUE
- KILLER 7
- KNIGHTS OF THE TEMPLE
- LEGENDS OF WRESTLING: SHOWDOWN
- LOONEY TUNES: BACK IN ACTION
- MARIO TENNIS
- MEDABOTS: INFINITY
- MEGA MAN ANNIVERSARY COLLECTION
- METAL GEAR SOLID: THE TWIN SNAKES
- MIDWAY ARCADE TREASURES
- MISSION: IMPOSSIBLE—OPERATION SURMA
- MOBILE SUIT GUNDAM
- MVP BASEBALL 2004
- NEED FOR SPEED UNDERGROUND
- NFL STREET
- ONE PIECE: TREASURE BATTLE
- PHANTASY STAR ONLINE EPISODE III: C.A.R.D. REVOLUTION
- PIKMIN 2
- PILLAGE
- PITFALL: THE LOST EXPEDITION
- POKéMON COLOSSEUM
- RAINBOW SIX 3: RAVEN SHIELD
- RESIDENT EVIL 4
- RIBBIT KING
- ROADKILL
- ROCKET POWER: ZERO GRAVITY ZONE
- SCALER: THE SHAPE SHIFTING CHAMELEON
- SCOOBY-DOO!: MYSTERY MAYHEM
- SHREK 2
- SPIDER-MAN 2
- STAR FOX
- STARCRAFT: GHOST
- STREET HOOPS
- STREET RACING SYNDICATE
- TALES OF SYMPHONIA
- TERMINATOR 3: REDEMPTION
- TINY TOONS: DEFENDERS OF THE LOONI-VERSE
- TOM AND JERRY IN WAR OF THE WHISKERS
- TOM CLANCY'S SPLINTER CELL: PANDORA TOMORROW
- UNITY
- URBAN FREESTYLE SOCCER
- WORLD CHAMPIONSHIP POOL 2004
- XGRA—XTREME G RACING ASSOCIATION
- X-MEN LEGENDS

GAME BOY ADVANCE

- A SOUND OF THUNDER
- AERIAL ACES
- BIONICLE
- BOOKWORM
- CT: SPECIAL FORCES
- CUSTOM ROBO GX
- DIGIMON RACING
- DISNEY'S PARTY
- DR. SEUSS: THE SEUSSATIONAL JOURNEY
- FAMITSA ADVANCE
- HAMTARO: RAINBOW RESCUE
- HYPERSPACE DELIVERY BOY
- KINGDOM HEARTS: CHAIN OF MEMORIES
- LADY SIA II
- MARIO GOLF
- MAX PAYNE
- MEGA MAN BATTLE CHIP CHALLENGE
- METAL SLUG ADVANCE
- METROID ZERO MISSION
- MISSION IMPOSSIBLE—OPERATION SURMA
- MONSTER TRUCK MADNESS 2.0
- NEED FOR SPEED UNDERGROUND
- ONE PIECE: GRAND BATTLE
- OPERATION: ARMORED LIBERTY
- OZZY & DRIX
- PAINTBALL
- PETER PAN
- PITFALL: THE LOST EXPEDITION
- RADIUM
- RIVER CITY RANSOM ADVANCED
- RIVER KING
- ROAD RASH: JAILBREAK
- SABRE WULF
- SCOOBY-DOO!: TWO MONSTERS UNLEASHED
- SHINING SOUL II
- SHREK 2
- SONIC ADVANCE 3
- SONIC BATTLE
- SPEED BALL 2: BRUTAL DELUXE
- SPIDER-MAN 2
- SPY MUPPETS: LICENSED TO CROAK
- STATIC SHOCK
- SUPER COLLAPSE
- TALES OF PHANTASIA
- TALES OF THE WORLD: NARIKIRI DUNGEON 2
- TEN PIN ALLEY
- THUNDER ALLEY
- TINY TOON ADVENTURES: SCARY DREAMS
- ULTIMATE TABLE GAMES
- ULTIMATE WINTER GAMES
- WADE HIXTON'S COUNTER PUNCH
- WIZARDRY: THE SUMMONING
- WORLD REBORN
- X-BLADEZ: INLINE SKATER
- XYANIDE
- YU YU HAKUSHO: SPIRIT DETECTIVE

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST


Finally, you can carry something important to school.
The Sims Bustin' Out
GAME BOY ADVANCE
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E
CONTENT RATED BY ESRB
Comic Mischief
Mild Violence
EA GAMES
Challenge Everything

Never leave The Sims™ at home when you bust out with Game Boy® Advance. They fit in your pocket and play in your hands. You can create a new Sim from scratch, or connect to the Nintendo GameCube™ version to download your Sim for a completely new adventure. Explore 20 locations, meet 41 wild characters, and beat 8 career mini-games. You can even connect with a friend to trade objects you've collected. And maybe, just maybe, you and your Sim can move into the biggest mansion in SimValley. Together.

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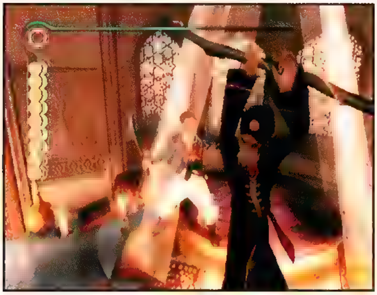
POWER ON

Turn on, tune in, geek out

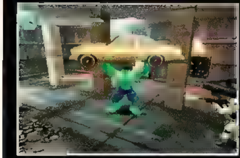
SCREEN TEST

What's going on in the silly screen shot below? We've come up with a caption, but if you think you can do better, send your best lines to poweron@nintendopower.com.



This is the worst slumber party ever.

YOUR SCREEN TEST CAPTIONS



Our line was: We've heard of road rage, but parking lot rage?

No parking. All violators will have their cars thrown at them. *—Matthew Rodenburg*

Nope . . . Waldo isn't under here. *—Phillip Mazzone*

I think this game of hide-and-seek is getting a little bit out of hand. *—Jad Abi-Mansuur*

If you don't like your car from Mr. Hulk's Used Cars, Mr. Hulk will junk it himself! No charge! *—Ricky Passmore*

To the owner of a yellow Chevy . . . your car is being towed. *—Collin Canning*

I said I wanted it in GREEN! *—James Howie*

How come there's never a Lexus around when I want to throw a car? *—Patricia Gurrola*

All right, all right, I'll change your oil. But I'm not going to rotate the tires! *—Keith, Bruce and Taylor Mitzner*

Freeze! I have leftover pizza inside that car! *—MichelBlaster9*

The director thought no one would notice if the car was inflatable. *—Jay P.*

When the going gets tough, the cars go flying. *—Chris Bergeron*

You'd better be careful where you're pointing that rifle, pal. This is YOUR car I'm holding! *—Alex*

WHO ARE YOU?

We asked you to send in your best Who Are You shots, and the results are pure comic gold! We've printed our favorites (along with the senders' names) below, but keep sending them in—if we get another good batch, we'll print them in an upcoming issue.

Clockwise from top-left
Sandra Sepaniak
Josh Blondo
David Cortez
Lisa McClurg
Justin Huneke
Austin Surge
Caleb Zarn

WHOA, WHAT IS THAT?
PRESS START

NO TURTLES WERE HARMED IN THE MAKING OF THIS GAME.

(THAT PART COMES WHEN YOU PLAY IT.)

In the Teenage Mutant Ninja Turtles™ Video Game, you'll discover that there's trouble around every corner. Whether you're playing your favorite Turtle in Story mode or going head-to-head with a neighborhood knucklehead in Vs. mode, it will take all your butt-kickin' ninja skills to stay out of harm's way.

PRESS START

PlayStation.2

XBOX

NINTENDO GAMECUBE

GAME BOY ADVANCE

PC CD ROM

EVERYONE
E
Violence
ESRB CONTENT RATING www.esrb.org

TEENAGE MUTANT NINJA TURTLES

KONAMI
www.konami.com/usa

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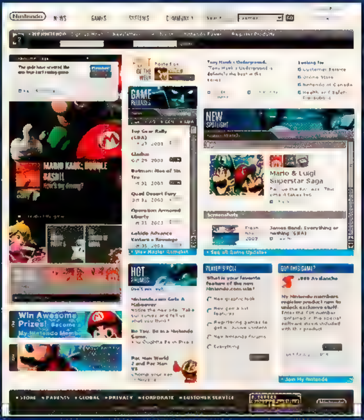
The New Face of nintendo.com

nintendo.com

After many months of planning, Nintendo recently relaunched nintendo.com with a sleek new look and streamlined design. Not only is the the site very user friendly, but it features some great additions, including an incredible new interactive community, individual game sites with media, reviews and more for each game, and exclusive member benefits. If you haven't explored the site yet, you're missing out! Read on to find out about some of the highlights.

Games List

The new Games List has made searching for games easier than ever before! View games by name or by special categories, such as Player's Choice and Top Ten: GCN. Narrow your search with the detailed advanced search options. The Games List has info on around 1,600 games, and more are being added all the time.



Community

Have you ever wanted to post a review of a game, or had a hot game tip or fan fiction you wanted to share? In nintendo.com's community section, your voice will be heard! Register for free with the nintendo.com community. The new forums and daily chat with NOAs are open to everyone.

Individual Game Pages

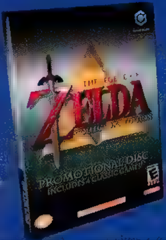
Each individual game page is jam-packed with info on your selected game title. You'll find the usual info such as ESRB rating, game description, features and publisher, and you'll also find exclusive content such as ratings and comments by fellow nintendo.com members, movies, art and more!

Member Benefits

Sign up for membership on nintendo.com and register selected Nintendo products to raise your status. There are three levels of membership at nintendo.com—the higher your status, the more exclusive content you'll gain access to, such as members-only contests, sweepstakes and activities.

Product Registration

Registering your Nintendo products at nintendo.com is both useful and a means to raise your membership status. As you register products, you'll unlock great new site features and earn better site privileges. When you register featured products, you may even be able to take advantage of special promotions such as the Legend of Zelda: Collector's Edition disc promo. You can score the Legend of Zelda: Collector's Edition as a free gift when you register selected Nintendo GameCube titles or sign up for a one-year of Nintendo Power magazine subscription. This amazing disc is going fast, so log on to nintendo.com now and take advantage of it before it's too late!



One Month Left to Win!

The [illegible] My Nintendo [illegible] is drawing to a close soon. On January 26th, 2004, one lucky [illegible] will snag the limited-edition Pokémon Logo PT Cruiser. If you haven't signed up yet for My Nintendo, then [illegible] don't miss out on this last opportunity to win great prizes, and [illegible] with [illegible] nintendo.com and register with My Nintendo [illegible]

Pokémon
Nintendo

Ignite Your Strategy

fireemblem.gameboy.com

Start every battle on the right foot at Nintendo's official Fire Emblem site. From class and character info to advanced unit tactics and battle strategies, you'll find all the tips you need to stay one step ahead of your enemy. Scope out the gorgeous Fire Emblem wallpapers in the media section, too.

Glimpse the Fantasy

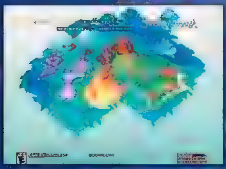
ffcc.nintendo.com

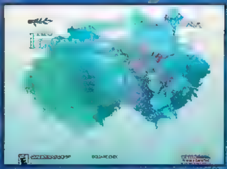
The February release date for Square Enix's highly anticipated Final Fantasy: Crystal Chronicles for the [illegible] GCN is drawing near. [illegible] your first [illegible] of [illegible] Crystal Chronicles toward the end of December. On the [illegible] you'll find [illegible] gameplay movies, maps and more.

Mana Mysteries Unveiled

sword.gameboy.com

Discover the secrets behind Sword of Mana at Nintendo.com's official site dedicated to Square Enix's newest RPG for the GBA. You'll find detailed info on the Mana spirits, hero and heroine, Granz Realm and more. Consult the strategy walk-throughs for the first few chapters of the epic story to aid your journey. In addition to great info, tips and strategy, you can also download exclusive Sword of Mana instant messenger icons and wallpaper.





Tune in to Pokémon Channel!

pokemonchannel.tv

Pokémon are leaping from the GBA screen onto your TV in their first [illegible] game for the Nintendo GameCube. The official Pokémon Channel website features Pikachu and pals and the game's highlights. [illegible] the different [illegible] you can [illegible] in the game [illegible] of the game. You can also download [illegible] your Pokémon friends [illegible] in the game!

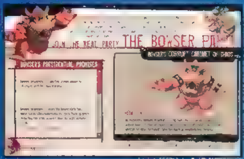
Be an Artist!

The Race Is On

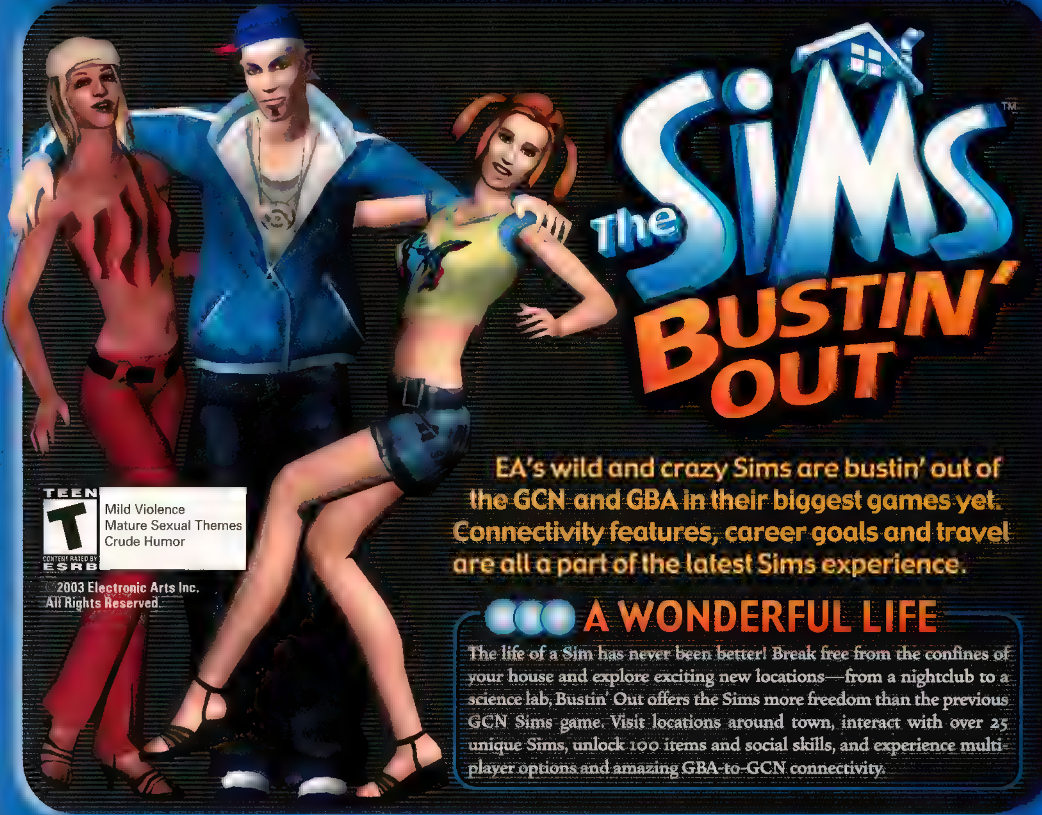
marioparty.com

Mario and Bowser are battling it out in a political campaign like no other. Go to the Mario Party 5 website now and show support for your favorite candidate. Bowser has snuck into the site and set up his own campaign in hopes of thwarting Mario's efforts. Play fun minigames, get all the game info you need, and even design your own campaign posters.

MARIO PARTY



WANT TO CHAT WITH THE PRO PLAYERS AT NINTENDO POWER? VISIT NINTENDO.COM AND JUMP INTO THE CHAT—NOW OPEN TO EVERYONE!



The Sims™ BUSTIN' OUT

EA's wild and crazy Sims are bustin' out of the GCN and GBA in their biggest games yet. Connectivity features, career goals and travel are all a part of the latest Sims experience.

TEEN
T
CONTENT RATED BY ESRB

Mild Violence
Mature Sexual Themes
Crude Humor

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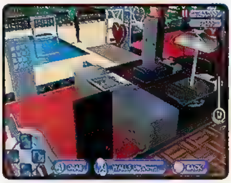
A WONDERFUL LIFE

The life of a Sim has never been better! Break free from the confines of your house and explore exciting new locations—from a nightclub to a science lab, Bustin' Out offers the Sims more freedom than the previous GCN Sims game. Visit locations around town, interact with over 25 unique Sims, unlock 100 items and social skills, and experience multiplayer options and amazing GBA-to-GCN connectivity.

THE EVOLUTION OF SIM-DOM

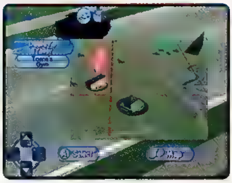
Bustin' Out features a ton of exciting elements never before seen in a Sims game. Craft your Sim with a highly detailed creation system that evolves as you unlock items, then move into new houses, explore locations around town, choose from seven wacky career paths, unlock items and social skills and more. You can enjoy the fun alone or play with a friend.

Personalized Abodes



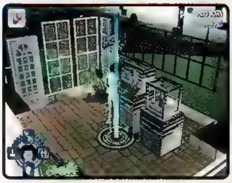
Moving into new homes is a big part of the fun in Bustin' Out. Your Sim will live in a handful of different places that reflect their careers.

Out on the Sim Town



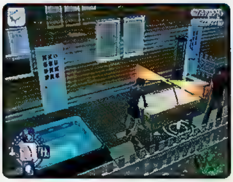
In addition to moving, you can visit many new places by hopping on your scooter or other vehicles once you've unlocked them.

Work Your Way to the Top



Choose from seven career paths, ranging from movie star to paramilitary. Each career has its own set of requirements, goals and places.

Enrich Your Life



Unlock 100 special items and fun social skills by interacting with the other Sims, building friendships and completing specific goals.

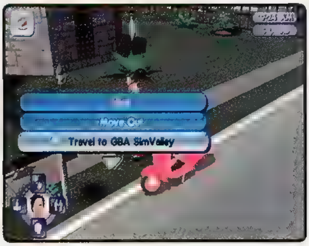
HOOKING UP

The connectivity features between the GBA and GCN versions of Bustin' Out add considerable depth to your Sims experience. You can connect the two Bustin' Out games to transfer your Sim to SimValley on the GBA, unlock minigames and more, or you can connect up to four GBA Bustin' Out paks via a Game Link cable to visit tropical getaway Paradise Island.

From City Lanes to Country Plains

With a copy of Bustin' Out for the GBA and one for the GCN, you can download your Sim from the GCN into SimValley on the GBA for more fun on the go. You must get a job to unlock the scooter in the GCN Bustin' Out, then use the scooter to travel to SimValley.

Connect to SimValley

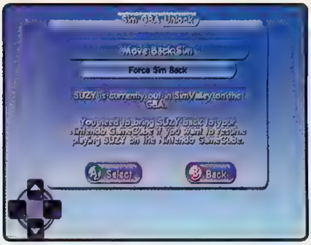


Download your Sim from your GCN to your GBA! Your Sim's appearance will be matched in the GBA game's SimValley, and his or her statistics will remain the same.

Country Livin'

Your Sim can earn money and build skills in SimValley by completing tasks such as mowing your uncle's lawn or fixing his tractor. When mowing your uncle's lawn, watch out for his prized flowers!

Return Home to the GCN



When you're finished visiting SimValley, reconnect your GCN and GBA games to upload your Sim back to your GCN. The skills and money you acquired in SimValley will travel with your Sim!

Even Sims Like Video Games!

You can unlock a total of eight zany minigames by connecting your GBA and your GCN. You'll unlock the first four by connecting your GBA without a Game Pak in it—to unlock the other four, you'll need a Bustin' Out Game Pak.

Eight Ways to Play

- Bait Flinger
- Cliff Diver
- Jam Session
- Mower Madness
- Petri Dish
- Pizza Pandemonium
- Power Lifter
- Smoothie Slider

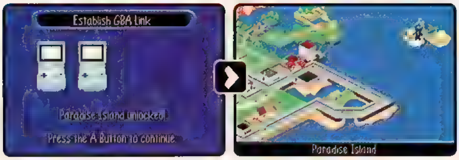
Why Go to Work When You Can Play?

When you connect your GBA (with or without a Game Pak installed) to your GCN with the Bustin' Out disc running, you will unlock the secret arcade cabinet. You can purchase a minigame cabinet in your GCN game after you've unlocked one minigame. Rather than going to work, you can actually stay home and rake in the simoleans by playing the minigames.

Bustin' Out with Friends

You can connect two to four GBAs, each with a Bustin' Out Game Pak inserted, to experience Paradise Island and trade or auction items with your friends. Unlock the library in Level 3, Mission 3, to access the library computer. Initiate the GBA-to-GBA connection on the computer to start playing with your friends.

Take a Vacation to Paradise Island

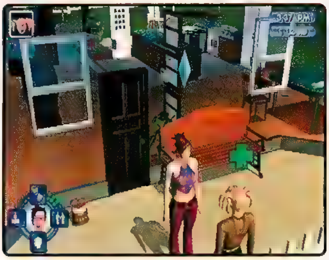


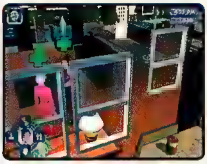
You'll speed off to Paradise Island on a motor boat. There you can decorate your very own tropical vacation home and buy special items in the tiki store.

CULTIVATING RELATIONSHIPS

Every Sim needs friends! Building relationships with the other Sims is important for completing goals, unlocking items and social skills and advancing along your chosen career path. Friendships take work, and every Sim is different, but basic social interaction such as talking and complimenting your fellow Sims will sew the seeds for a healthy relationship.

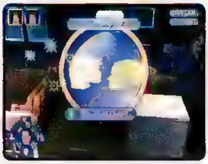
A Little Compliment Goes a Long Way





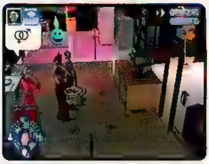
Two of your first social skills are Talk and Compliment. Use them with every Sim you meet to build strong relationships.

Watch Your Manners



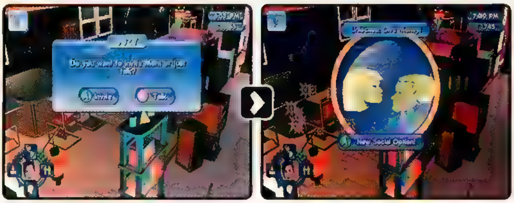
As you complete goals and interact with Sims, you'll unlock more social skills. But some of them are actually quite antisocial—use them with caution.

Family Friends



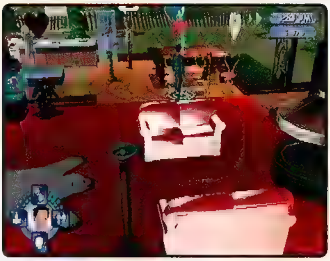
When you make a family friend, a smiley face will appear above the Sim. Make as many friends as you can—they'll aid your career advancement.

Extend an Invitation



Just talking to your Sim pals makes for dull friendships, so invite your buddies over to your place to hang out! Use the telephone to invite friends and family to come visit. Hosting get-togethers will often unlock new social skills.

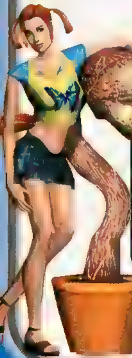
Love Is in the Air



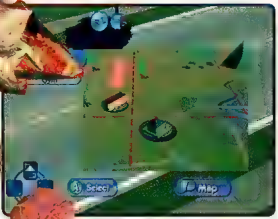
If you spend enough time interacting with another Sim, he or she will grow to love you—gender doesn't matter. The more beloved your Sim, the better—one day you'll be able to marry the Sim-love of your life.

A ROLLING SIM GATHERS NO MOSS

The signature feature of Bustin' Out is the freedom to travel all over town and move into different residences. To travel, you must unlock the scooter by finding a job in the newspaper at your mom's house and accepting the job. Check out new locales and interact with the Sims there to complete goals, make friends and open unlockables.

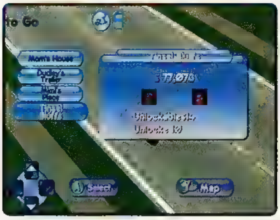


Job Relocation



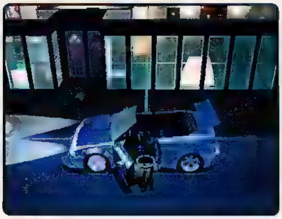
As you accept jobs, you will need to move to different homes to build the skills you need for your job—and to catch the correct bus to work.

Drop In for a Visit



When you move into and visit new places, note the unlockables and monetary value. If you move out when it's worth less than when you moved in, the residents will take the difference from you.

Nice Ride!



Advance along your career path to unlock an additional vehicle. Your wheels will vary depending on which career you choose. Trade in your scooter for a sweeter ride.

HOME IS WHERE THE JOB IS

There are 12 places (plus one secret one) that you can move into and call home—most of which will be available only if you accept a certain career path. Depending on which career path you're on, you will also unlock locations that you can visit.

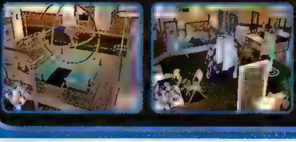
Club Rubb

When you visit, mix drinks and spin music to raise your skills. Build a room behind the DJ booth. Build a kitchen and dining area, and buy beds.

Dudley's Trailer

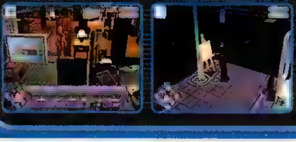
When you visit, play video games with him to raise three of your skills. Call the maid and the gardener immediately when you move in.

The Octagon



Work out and program the robots to raise skills. Sell everything and rebuild the Octagon interior to create a more efficient home.

Mom's House



Use the toilet at your mom's house to unlock the maid, and use the newspaper to find your first job. Paint and sell paintings for money.

Shiny Things Lab

Send any Sims you control to work—you'll collect their paycheck. Buy a better stove and fridge. Use the tesla coil to raise skills.

Tinsel Bluffs

Buy an expensive bed for yourself by selling some of the valuable art. Use the karaoke machine and the pool to raise your skills.

Casa Caliente

Sell any nonessential items to finance the best beds, stove and refrigerator. Use the pool to raise your Body skill. Throw lots of parties!

Goth Manor

Sell some of the manor's art, then buy the missing kitchen items and a few nice beds. Play the organ and use the incubator to raise skills.

Mimi's Place

Study mechanics from the books. Raise your Mechanical skill two points, then fix the espresso machine to unlock the repairman.

Pixel Acres

Hire a gardener to take care of the plants. Sell the tents, chairs and such to buy better beds and build an enclosed kitchen.

Studio 8

Sell the art and the futon beds, then purchase expensive beds and build a better bathroom and kitchen. Read to raise your skills.

Toone's Gym

Build your Body skill in the pool or on the fitness equipment. Sell the TV, chairs and other items to buy beds and better kitchen items.

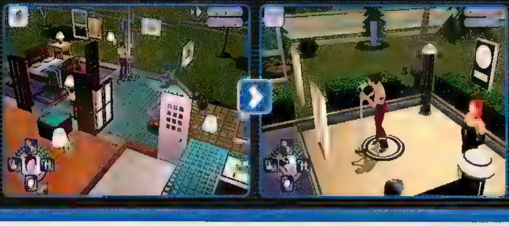
CLIMB THE CAREER LADDER

There are seven career paths to choose from (with an additional five bonus careers in Free Play mode). When you move out of your mom's place, catch the bus that arrives two hours later to unlock a place you can visit to build career-essential skills.

Movie Star

The primary skill Movie Stars need to raise is Charisma, but Creativity also plays a role. You can practice your speech in the mirror at your mom's place to raise your Charisma, but there's a faster way! Visit Tinsel Bluffs and use the microphone there to earn two quick Charisma points.

Practice Public Speaking

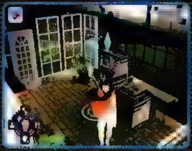


Nothing raises a Sim's Charisma like singing. When you take on the Movie Star career, Tinsel Bluffs is unlocked—use the microphone there to refine your charm.

Mad Scientist

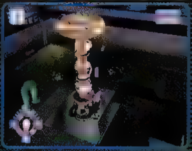
Mad Scientists rely mostly on their Mechanical and Logic skills to score job promotions. When you take on the Mad Scientist career path, Shiny Things Lab will be unlocked for you to visit. Use the tesla coil at the lab to gain two Mechanical skill points quickly for a promotion.

Inventive Incubation



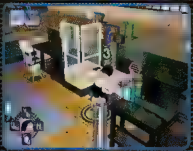
Produce mutant plants with the incubator at Goth Manor to raise your Sim's Logic.

Toy with the Tesla Coil



Experiment with the tesla coil at Shiny Things Lab. It raises Mechanical skill fast!

Gnomes for All

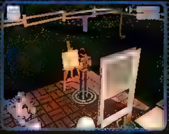


Raise your Sim's Mechanical skill and create fun gnome gifts at the invention bench.

Gangster

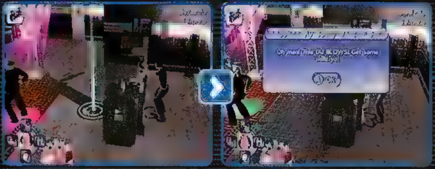
Gangsters must focus on raising their Creativity to refine their thieving finesse. After you accept the Gangster career path, visit Club Rubb and use the DJ booth to spin records. Earn two Creativity skill points to be promoted—painting and playing instruments also boosts Creativity.

Paint for Profit



Show your creative flair (and raise Creativity in the process) by painting, then sell your art.

Get Down with Your DJ Skillz, Yo

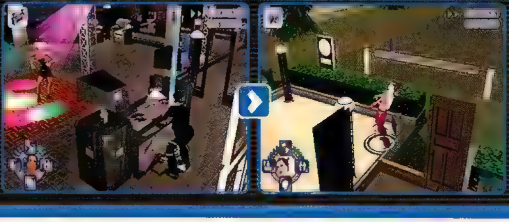


You can raise your Creativity skill fast at Club Rubb for free, but you'll have to put up with the random heckler if your skills are low.

Fashion Victim

The main skill Fashion Victims need to focus on is their Creativity skill. As in the Gangster career path, use the DJ booth at Club Rubb or play instruments to raise Creativity. After your promotion to a lingerie model, buy the laser light show and use it to raise various moods.

Creative Compositions

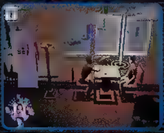


Two great ways to raise your Fashion Victim's Creativity are to spin records at the DJ station at Club Rubb and to buy a guitar and jam by yourself.

Paramilitary

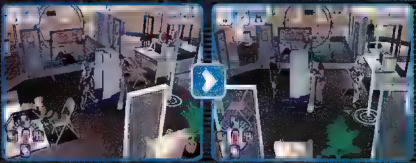
To move up in a Paramilitary career, you'll need to build up your Logic skill (Body also plays a small part). When you accept the Paramilitary career path, the Octagon will be unlocked. Visit the Octagon as early as possible and program the robots there to gain two logic skill points.

Chess, Mate?



Play chess with Dudley to raise your Logic and improve your friendship in the process.

Robot Programming 101

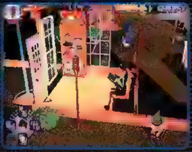


One of the fastest ways to raise your Logic is to program the robots at the Octagon. They'll even perform simple tasks for you!

Counter Culture

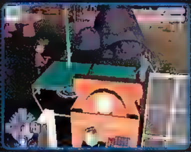
To succeed with a peaceful career in Counter Culture, you must boost your Cooking skill and Charisma. Studying Cooking from a book will raise your Cooking skill, but the fastest way to hone your culinary abilities is by using the gourmet stove at Pixel Acres.

Now You're Cookin'



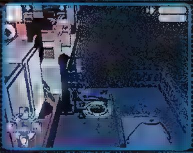
Grab a cookbook and study cooking to raise your skill in the culinary arts.

Ping Pong Pals



Play table tennis with your Sim pals—not only is it fun, it strengthens friendships!

Sim Fitness

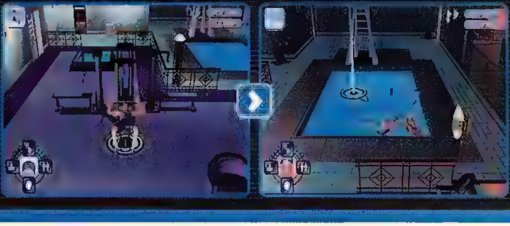


A fit body is a harmonious body—use a weight bench to keep your Body skill in check.

Jock

A jock's primary skill is Body. Take the Jock job at the gym, then move to Dudley's Trailer and change jobs to Paramilitary. Get one promotion to unlock the Octagon, then go back to your Jock job at the gym. Use the Abdominator at the Octagon to raise your Body skill at record speed.

Train Hard, Play Harder



You can use the treadmill, weight machine and pool at Toane's Gym to raise your Body skill, but the Abdominator at the Octagon does the job the fastest.

BEHIND THE SIMS

We recently had the opportunity to chat with Will Wright, (the creator of the Sims) and Shigeru Miyamoto about their work together on The Sims Bustin' Out games. The innovative connectivity between the GBA and GCN games was a big topic of discussion. Read on to see what the team had to say about its latest creations!

NP: How did you choose the connectivity features between The Sims Bustin' Out for GBA and GCN?

WW: When we designed the connectivity features for the GCN and GBA, we wanted to give players a real benefit for connecting the two platforms. Players can use connectivity to build their Sim's skills, increase their Sim's motives, and even earn more simoleans.

NP: How do the connectivity features make the games unique from other Sims titles?

WW: By connecting the GBA version of The Sims Bustin' Out to the GCN version, we allow players for the first time to download their Sim to the GBA and take their Sim with them wherever they go. Players can play their GCN Sim through the entire GBA game and the return to the GCN with new skills and more simoleans.

NP: How do the connectivity features enhance the player's experience?

WW: The first thing we wanted to do was to let Sims move from GBA to GCN and back so they can visit each world. Next we considered each platform and thought about which features felt the most "natural" to each. By unlocking new mini-games and world areas the connection expands the game on both sides. Not only is this connectivity feature unique for our Sims titles but the GBA version of The Sims is the first Sims game we have ever developed for a portable gaming system.

Mr. Miyamoto's Comments

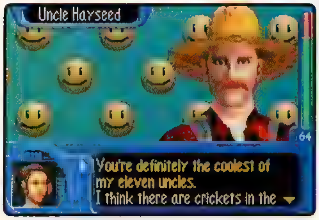
Mr. Will Wright is an artist whose creative work in games allows people to enjoy things from ordinary life. I am envious of his creativity. I was very pleased that Mr. Wright showed so much interest in Nintendo's connectivity feature when I talked with him about his Sims game. I hope to see less of a divide between portable and home console gaming and the creation of something new.

BUSTIN' OUT ON THE GBA

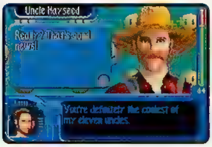
EVERYONE
E
Comic Mischief
Mild Violence
CONTENT RATED BY ESRB

Create your own Sim on the GBA version of Bustin' Out or transfer your Sim from the GCN game for some portable Sim action. Your adventure takes place in SimValley, where you'll find 20 unique locations and a whole town of Sims to interact with.

Quality Time with Uncle Hayseed



You're definitely the coolest of my eleven uncles.
I think there are crickets in the

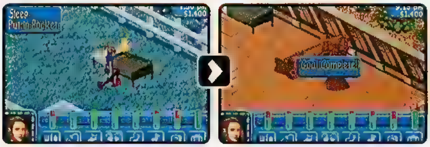


Really? That's cool news!

You're definitely the coolest of my eleven uncles.

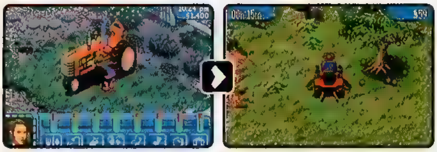
You begin your life in SimValley on your uncle's farm. Talk to him to make your first family friend. Pay him compliments and tell him farm-themed jokes.

Movin' Up in the World, and into the Barn



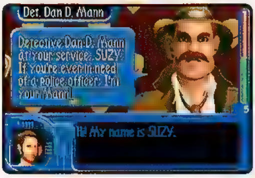
Your uncle will ask you to round up his lost chickens (which you can put in your pockets . . . don't ask). Gather up the lost chickens from around the farm and return them to him. He'll give you some furniture and let you move into your first place—the barn. You'll have to fix a few furniture items before you can use them.

Life on the Farm



In addition to finding lost chickens, you'll fix your uncle's tractor. Not only will your work on the tractor make your uncle happy, but you'll gain a Mechanical point and unlock the minigame Mower Madness. You can play Mower Madness to earn simoleans!

Meet the Townspeople

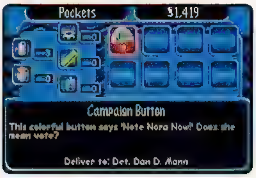


Detective Dan D. Mann at your service, SUZY. If you're ever in need of a police officer, I'm your man!

Hi! My name is SUZY.

The SimValley townsfolk are a quirky bunch. Talk to each of them to make friends and open up missions and areas around town.

Sim on a Mission



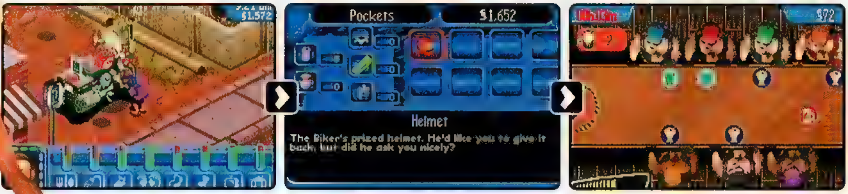
Campaign Button

This colorful button says 'Vote Nora Now!' Does she mean vote?

Deliver to: Det. Dan D. Mann

After you talk to a Sim, you'll often receive an item for a mission, or to give to another Sim in SimValley.

Play the Good Sim-aritan



Helmet

The Biker's prized helmet. He'd like you to give it back, but did he ask you nicely?

A biker in SimValley is having problems with his bike. Use your Mechanical skills to get his cycle working again and to open access to different areas around SimValley. After you get the biker's prized helmet, return it to him to unlock the humorous minigame featuring the biker and all his friends!

IT'S YOUR LIFE

Whether you're a seasoned Sims fan or a Sim newbie, Bustin' Out will keep you entertained (and often laughing out loud at the crazy antics of your Sim) for hours on end. With seven career paths to choose from, a character-creation system that evolves as you play, 100 unlockable items and countless goals to complete, the possibilities for fun are endless! Mold your Sim's life—help him or her move up the professional ladder, or become unemployed. It's all up to you! 🍄

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See how far your game can take you.

If you're a **Magic: The Gathering®** player 15 or under, then you owe it to yourself and your game to try a **Junior Super Series™** Challenge near you. You'll get an exclusive premium card just for playing. And you could win a $1,000 college scholarship, free **Magic®** cards for a year and an invite to the **JSS™ Championship**, where prizes total $100,000 in college scholarships.

10TH Anniversary MAGIC The Gathering

For more information or to find a Challenge near you go to: www.wizards.com/jss

*One booster display of the current **Magic** expansion and one booster display of the subsequent two Magic expansions, to be sent directly to the player from Wizards of the Coast. All trademarks, including the symbols, are property of Wizards of the Coast, Inc. ©2003 Wizards. Illustration by John Avon.

IT'S TIME FOR SOME NEW HEROES.
EVERYONE
E
Mild Fantasy Violence
CONTENT RATED BY ESRB

SONIC HEROES
XBOX
PlayStation.2
NINTENDO GAMECUBE
SEGA

In Sonic Heroes, it's an all new game with an all new way to play. A revolutionary team-based system will have you switching characters on the fly. Twelve different heroes, four different teams and three different consoles make for one new game that never gets old.

TEEN
T
CONTENT RATED BY
ESRB
Blood
Suggestive Themes
Violence

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PRINCE OF PERSIA
THE SANDS OF TIME

PRINCELY CONNECTIVITY

Prince of Persia: The Sands of Time also has a GBA version, which we explore on pages 46 and 47. When you connect the two versions, you'll unlock a trove of features in both. See page 48 for details.

THE PRINCE RETURNS WITH A VENGEANCE

In the early '90s, the Prince of Persia series shared dominion over the 2-D adventure scene then faded into nostalgic glory. Breaking the series out of exile and into the third dimension, Ubisoft returns Prince of Persia to its rightful throne with a cutting-edge GCN game that stays true to its roots while giving the prince a new tool—mastery of time itself.

PRIDE GOETH BEFORE THE FALL . . .

The game begins as the prince and his father send troops into an Indian city in hopes of stealing treasure and enslaving citizens. The Indian maharaja's right-hand man, an evil vizier, has helped the Persian royals in order to get his hands on the Dagger of Time and the Sands of Time, contained in a giant hourglass.

AND WHAT A LONG FALL IT IS

The prince will explain as you play through his epic that he felt no guilt about the invasion, just a need to steal the dagger for his father. When his dad gives the hourglass to a sultan, the betrayed vizier manipulates the prince into using the dagger to unlock the timepiece, which empties its sands into the sultan's palace—turning everyone into monsters.

GOUGE A KINGDOM, GAIN THE DAGGER OF TIME

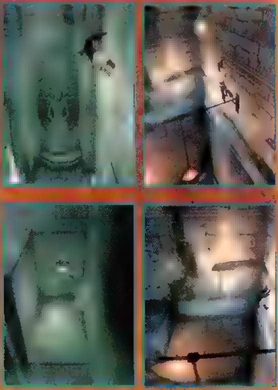
The maharajah's palace is stunning. His daughter is equally so. But as the prince [illegible] your adventure, you'll learn that you're seeking only the last of the maharajah's treasures—the Dagger of Time. You'll need to perform [illegible] acrobatics and slice through soldiers in search of it.

SLICE, DICE AND SCALP SOLDIERS

You'll have only your sword as you run through the palace. Press B to unsheathe your sword, then press it again to strike. If a foe swings at you, press R to block his assault. Practice the prince's vaulting attack—a staple move in many battles to come—in which you leap over a foe's head by pressing A then follow up with an aerial blow by pressing B.

BREACH THE PALACE DEFENSES WITH ACROBATICS

USE THE CONTROL STICK TO CLIMB ALONG A LEDGE



The prince has nearly superhuman acrobatic skills. Use them to cling to ledges, run along walls, leap vast distances and swing from pole to pole. The palace's architecture is designed to hinder your progress—make it work for you instead.

BREAK INTO THE DAGGER SANCTUM

When you reach the chamber that enshrines the Dagger of Time, navigate its collapsing ledges by dropping to lower ledges or jumping to higher ones. (At some points, you'll need to fall two levels to reach a ledge.) Then leap far into the room to the series of poles and spring from one to the next to reach the floor. Approach the giant statue and run short distances up walls to grab hard-to-reach ledges—press R as you move against a wall. Ascend to the top of the statue's head, where you can reach the dagger by jumping from wall to wall.

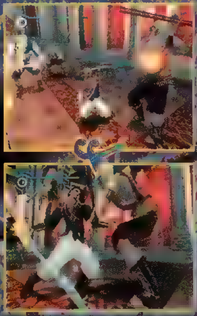
DISPATCHING FOES WITH THE DAGGER

After you leave the maharaja's city behind and reach the sultan's palace—where the Sands of Time leak and turn everyone into monsters—you'll use the Dagger of Time to wreak magical havoc on your enemies' bodies. To fuel the dagger's other powers, you'll need to leech sand from their zombified corpses.

RETRIEVE SAND

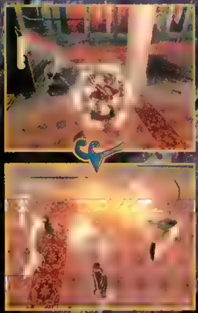
After striking a foe several times with the Dagger of Time, he'll fall to the floor. You'll have a short time to run to the fallen body and press Y to plunge the blade into the corpse, which will crumble as your dagger harvests the sand. If you don't destroy the body quickly enough, it will rise and you'll need to start the process again.

COUNTER-RETRIEVE



You can use the counter-retrieve method to siphon the sand from a monster and destroy it without knocking it down first. Hold R to hold your sword up in a blocking move, but don't wait for your blades to clash. Instead, strike with your dagger by pressing Y just before your foe's attack lands. If your timing is right, you'll plunge your dagger into the monster.

THE POWER OF RESTRAINT



The dagger has several time-altering powers. Use the Power of Restraint to freeze a monster in time for several seconds. If you have at least one of your dagger's Power Tanks filled, plunge the dagger into a foe and freeze him by pressing Y. Then press B twice to double-slice the creature, obliterating him instantly—no need to do the retrieval move.

USE THE BLADE TO TINKER WITH TIME

In addition to the Dagger of Time's Power of Restraint, which you'll use directly on foes, you can use several other powers to alter the flow of time in your environment if your blade has enough Power Tanks filled. Such powers will save you from any blunders you make in combat and exploration.

POWER OF DELAY

If you have at least one full Power Tank, tap L briefly to cause the world to go into slow motion for a short time. Use the power when you're facing a booby-trapped hazard and time is of the essence.

You can also use the Power of Delay in combat. You'll be able to time your attacks and evade blows better, especially when surrounded by enemies.

POWER OF REVIVAL

Use the Power of Revival to rewind time up to 20 seconds. As you experiment with acrobatic means to break out of areas, you'll likely bungle some attempts and plummet to your end—use the Power of Revival to undo the mistake. You can also use the power in combat. If you have sand in your Sand Tanks, you'll never have to suffer a fatal wound—just rewind the action.

POWER OF HASTE

If your dagger has five full Power Tanks, you can tap into the Power of Haste. The magic allows you to dart around the room at superhuman speed and slash all nearby enemies to bits. The powerful move will drain all of your Power Tanks, so use it only in dire circumstances when the crowd is too much to handle.

GUT A SECOND KINGDOM, GAIN A SPICY SIDEKICK

The maharaja's Kingdom fell to the Persian king's forces, but the [illegible] to ignorance. When the vizier takes advantage of the situation to use the dagger to open the hourglass, the Sands of Time turn the palace into a nightmare that it seems only you and the maharaja's daughter survive.

BATTLE THROUGH THE GRAND HALL

In the wake of the [illegible], you'll see the maharaja's daughter, Farah, run from the great hall as sand-zombified soldiers spill into the hall. Defeat them all—knocking down each foe then retrieving his sand to destroy him—to stir up a sand vortex. Then enter the vortex to save your progress. Continue your chase after Farah, apparently the only other human spared from the gruesome sand transformation.

ACROBATICS IN THE COLLAPSING PALACE

As you chase Farah, the palace will start to collapse behind her. You'll need to take several detours. In the first bedroom, use the horizontal poles to swing to the top of the room, then use a wall run followed by a leap to reach the upper poles.

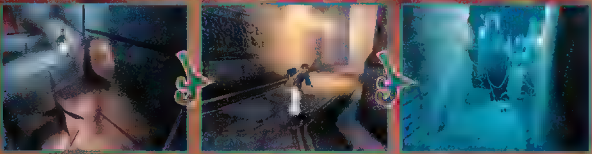
HUNT DOWN EVERY SAND CLOUD

When you find a sand cloud, plunge your dagger into it to fully recharge your Sand Tanks. For every eight you find, your dagger will grow an additional Sand Tank. You'll find the first sand cloud near the collapsed bedroom stairway.

FARAH HITS THE MARK AS A SIDEKICK

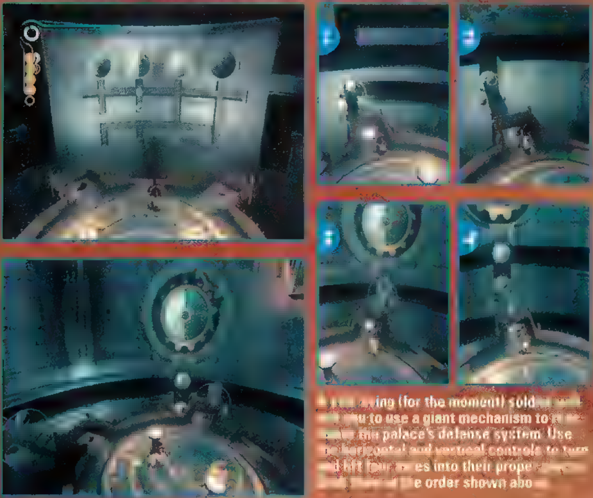
Farah will prove an invaluable sidekick. During battle, she'll fire arrows at foes, weakening them and making shorter work of your hack, slash and retrieve moves. During exploration, Farah can pass through small spaces, which is handy when there's a door trigger just beyond your reach.

TRACK DOWN THE MAGIC FOUNTAINS



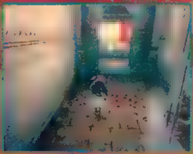
Occasionally you'll [illegible] leading to a [illegible] fountain. Drink from it to increase your health maximum. You can drink from each only once, however. You'll wake up nearby and the [illegible] will be gone, as if the experience had been a dream. You'll find the first [illegible] through a hole at the top of the [illegible].

REACTIVATE THE PUZZLING DEFENSE SYSTEM

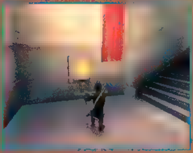


A [illegible]ing (for the moment) soldier [illegible] you to use a giant mechanism to [illegible] the palace's defense system. Use the horizontal and vertical controls to turn and lift four [illegible]es into their proper [illegible] the order shown above.

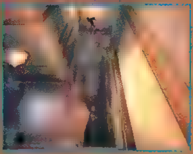
TIME LIMIT ON TRAPS



[illegible] activating the palace defense system means a lot [illegible] work for you. [illegible] slowly [illegible] the [illegible] turn [illegible] tiles. Spikes will [illegible] if you [illegible]

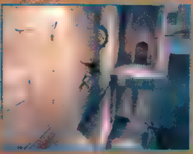


Then pull the lever at the end of the hall to open a gate at the far end of a booby-trapped corridor. The lever will slowly recede into the wall, shutting the gate again, so proceed quickly.

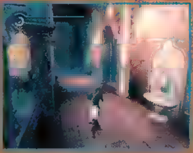


To get to the gate, you'll need to cross a chasm trapped with moving sawblades. Use the ledges to circumvent the blade paths. Move quickly before the gate at the end of [illegible]

CLIMB COURTYARD WALLS



[illegible]



[illegible] courtyard, execute wall runs to reach the [illegible] switch. Open the [illegible]

CUTTING-EDGE TECHNOLOGY

In time, you'll be able to upgrade your sword. The first upgrade lets you bash through weak walls, which helps you find secret areas. The second makes incredibly efficient work of slashing and retrieving sand. With his magic dagger and strengthened sword, the prince becomes a nearly unstoppable force.

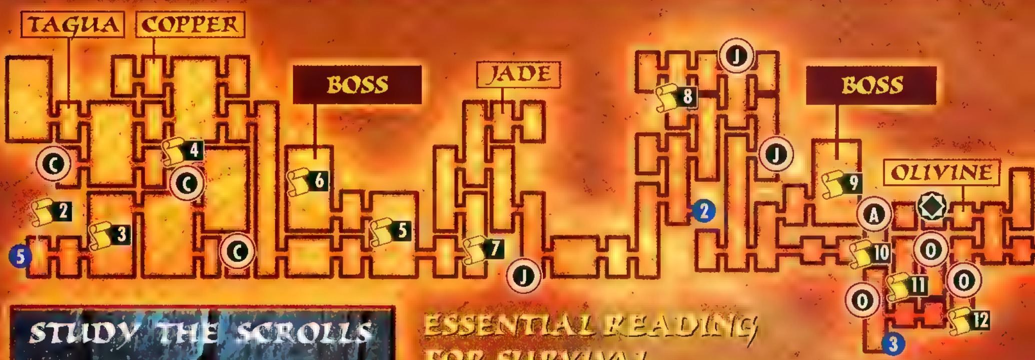
UPWARD, DOWNWARD AND BACKWARD IN TIME

[illegible] grand heights [illegible] The Sands of Time [illegible] never before [illegible] power.

THE SPRAWLING GBA ADVENTURE

In the GBA version, you'll use the Dagger of Time to slash through the sultan's sand-ravaged palace on your way to the scheming vizier, just as in the GCN version. Though the GBA adventure features many of the same elements, like rewinding time and running up walls, you'll acquire such moves and powers by finding scrolls and magic rings. Use our comprehensive map to locate them all.

TEEN
T
CONTENT RATED BY
ESRB
Mild Violence



STUDY THE SCROLLS

Some scrolls explain gameplay; others grant new moves. You'll need them all.

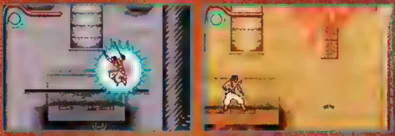
You'll begin with the Scroll of Liberation, which shows how to destroy foes: take their sand with your dagger.

2	The Scroll of Rolling teaches you to curl into a ball and roll into narrow spaces.
3	The Scroll of Rewind shows you how to use the dagger to reverse fatal moves.
4	The Scroll of Secret Medals reveals that you can rewind time to nab medal pieces.
5	The Scroll of Gathering teaches you how to use the dagger to restore ruined structures.
6	The Scroll of Air Jump grants you a staple of platforming: the double jump.
7	The Scroll of Farah shows how to switch control from the prince to the princess.
8	The Scroll of Slow-Motion reveals how to use the Slowdown Ring to get the edge over a foe.
9	The Scroll of Absorption grants you power to absorb and return a foe's energy projectiles.
10	The Scroll of Ledges shows how to jump to and drop from ledges.
11	The Scroll of Caution gives you the skill to strike a defensive pose as you back away.
12	The Scroll of Freeze teaches how you can use the Freeze Ring to stop all enemies near you.
13	The Scroll of Walling grants you the ability to run up walls for short distances.
14	The Scroll of Rebound gives you the power to leap from wall to wall to bound upward.
15	The Scroll of Fury bestows the might to bash through wooden doors.

ESSENTIAL READING FOR SURVIVAL

In the GCN version, you'll gain all of your moves and powers within a few hours of gameplay. It takes much longer to learn all of your abilities from scrolls in the GBA game. A few abilities are the most useful—when you first learn them, consider how they'll help you push deeper into the palace.

BE KIND, REWIND



Use rewind sparingly; the GBA version offers fewer opportunities to power up your dagger. You'll need rewind to get the medal pieces that lower a bridge. Leap through a piece, then rewind to grab it.

EXTRA SPRING IN YOUR STEP

After you have the Scroll of Air Jump, you'll be able to use the double jump to leap to higher spots and to cross longer distances. Push the double jump to its limit—it's truly a powerful move.

MYSTICAL VOLLEY

The Scroll of Absorption is key to breaking through the halfway point. When you face the floating man who hurls poison energy, ready your blade to absorb poison, then throw it back at him.

SHEER WILL FOR SHEER HEIGHTS

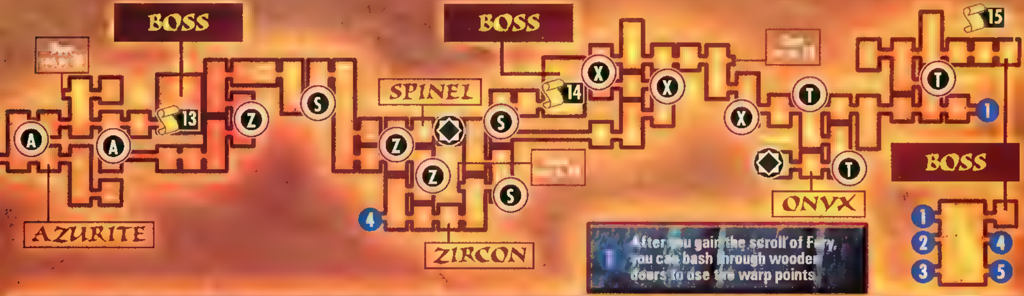
You'll get the Scroll of Rebound at the far end of the palace. It enables you to bound between two walls to reach heights that you couldn't have dreamed of reaching earlier. Retrace your steps to find the rebound ops.

SLASH THROUGH SAND-FUELED FIENDS

[illegible]

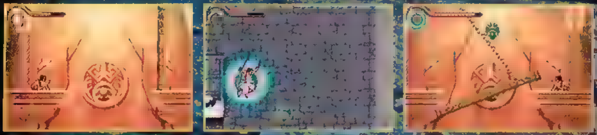
THE MERCILESS GRIFFON

[illegible]



1 After you gain the scroll of Fury, you can bash through wooden doors to use the warp points.

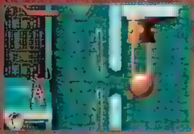
THE LONG HAUL FOR MEDAL COLLECTORS



Going into your final battle with the Vizier, you'll want your stats leveled up as much as possible, which means that you must probe eight of the most secret areas in the palace. To reach them, you'll need to collect the three medal pieces that lower the drawbridge in one of the medal rooms. Letters on the map indicate the positions of the three pieces needed for each room. To collect all pieces, you'll need to learn all of the scroll moves.

C	COPPER	Z	ZIRCON
J	JADE	S	SPINEL
A	AZURITE	X	ONYX
O	[illegible]	T	TAGUA

TAG-TEAM ON THE GBA



The GBA game makes a radical departure from the GCN version—you can control Farah [illegible] use their unique moves to [illegible]

WICKED ARCHITECTURE, SINISTER FINALE

[illegible] and backward through its booby-trapped rooms to obtain all items and [illegible]

SWITCHES CONNECT TO THE PAST

If you trigger three switches hidden deep inside the GBA palace and then connect to the Nintendo GameCube version, you can unlock the original Prince of Persia on the GCN.

◆ This symbol marks each of the switches on the map above. You'll need to use many of your moves and powers to reach the switch spots.

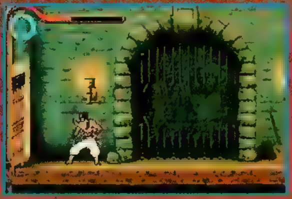
THE CONNECTED PRINCE IS ALL THE RICHER

Ubisoft has lavished connective features on both the GCN and GBA versions. If you connect the two via the Nintendo GameCube Game Boy Advance cable, you can access extra levels in the GBA version; in the GCN version you'll gain a new power and open up the original Prince of Persia game. You'll need to scour the palace in both versions to unlock most of the extras!

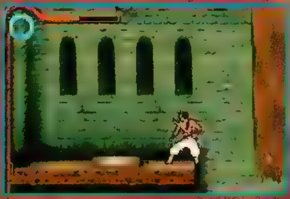
AUTOMATIC HEALTH REGENERATION ON THE GCN

When you connect the two games, you'll grant the GCN prince a new ability. He'll slowly regenerate health at all times, which comes in very handy during battles so intense that you'll be hanging on by the skin of your teeth.

THREE SWITCHES ON THE GCN, THREE MORE ON THE GBA

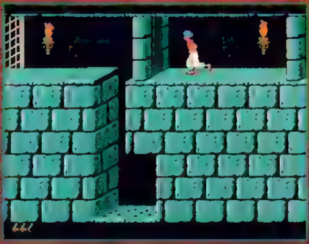


Three switches are hidden in the Nintendo GameCube adventure. Each one opens a door in the GBA palace that can't be opened any other way. To be in top form for your vizier fight, you'll want to break into the restricted areas and nab their treasure.



In the GBA game, the Scroll of Fury will empower you with the ability to break down wooden doors. Three of them bar passage to switches that, when tripped simultaneously, will open the original Prince of Persia game on the GCN.

TIME TRAVEL TO THE PERSIAN DEBUT



The original Prince of Persia broke ground in many ways, and its fans consider the title a video-game treasure. You'll have only one hour to get past its heavily trapped hallways and rooms—and you won't have a magic dagger to help you.

ROYAL TREATMENT FOR NINTENDO GAMERS

A gorgeous GCN adventure, a generous GBA platformer and golden connectivity extras—the Prince of Persia series has made a grand comeback. Longtime fans and new devotees will be talking about his return to power for months to come. Let the fanfare begin!

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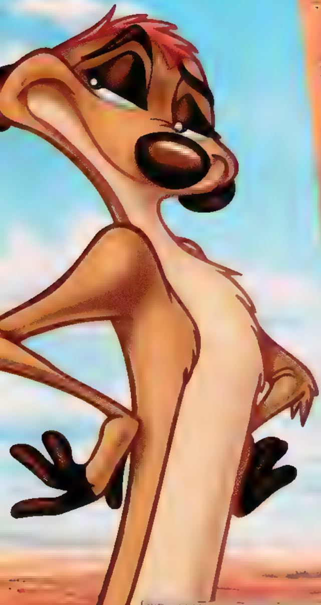

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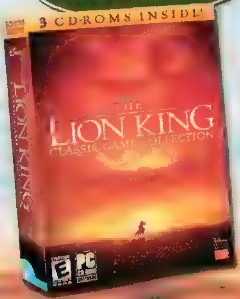
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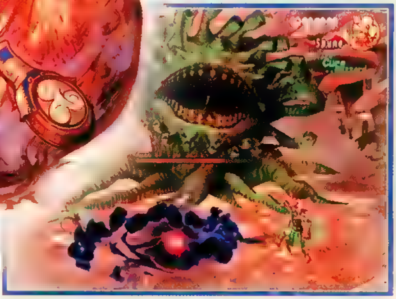
FINAL FANTASY® CRYSTAL CHRONICLES™

Square Enix presents a role-playing adventure unlike any other.



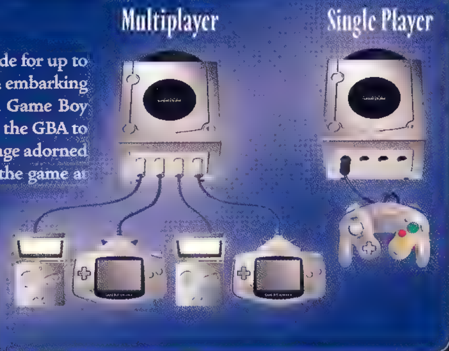
A Fantasy Reborn

After a nine-year hiatus, the standard-bearer of the role-playing genre returns to a Nintendo home console with Final Fantasy: Crystal Chronicles for GCN. Famed Square Enix producer Akitoshi Kawazu (renowned for his unorthodox game design) has taken the franchise in a bold new direction. Though the game retains many of the qualities that have made the series legendary (such as its epic scope and grandiose production values), the overall experience is quite unlike that of its predecessors.

Play Modes

Final Fantasy: Crystal Chronicles features both a multiplayer mode for up to four players and a single-player mode for solo adventurers. When embarking on your quest with travel companions, each of you will need a Game Boy Advance to use as a Controller, and a GCN-GBA cable to connect the GBA to the Nintendo GameCube. You'll receive a free link cable in a package adorned with a Final Fantasy: Crystal Chronicles sticker if you preorder the game at selected retailers. Should you decide to tackle the journey on your own, you'll simply use a GameCube Controller. You can connect a Game Boy Advance to the second Controller socket to serve as a radar.

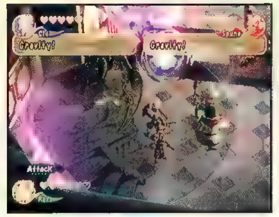
USE WITH
FINAL FANTASY CRYSTAL CHRONICLES

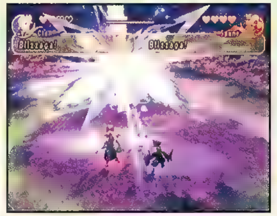


The Crystal Caravan

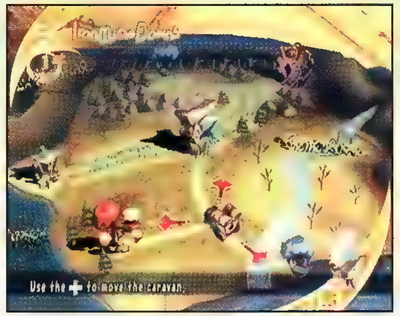
Long ago, the world was enshrouded in a deadly fog called Miasma. Crystals have protected mankind from the mysterious bane ever since, but their power diminishes over time. Each year, groups of young men and women form crystal caravans, charged with restoring the crystals' radiance by purifying them with myrrh. In Final Fantasy: Crystal Chronicles, you'll join one such caravan and seek out Myrrh Trees with which to revitalize the crystal that safeguards your village.

Your caravan travels to various destinations via a world map, but you'll spend the bulk of your time at Myrrh Tree locations, battling monsters, solving puzzles and collecting treasure. After you defeat a giant boss at the end of an area, you'll collect a drop of myrrh from the tree, partially filling your crystal's chalice. Your journey will also lead you to a number of towns and villages where you can gather information, purchase items and have weapons and armor crafted from the materials you find.

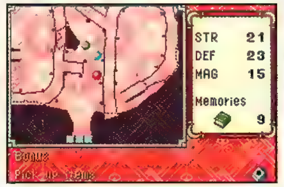




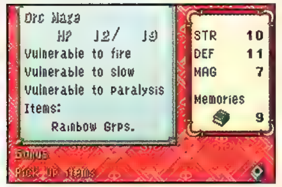
As you explore Myrrh Tree locations, you'll find Magicite stones that enable your character to cast spells. You can fuse certain types of Magicite to enhance your spells or create new ones. In the single-player game, you do so by placing the Magicite in adjacent slots on your command list. In multiplayer mode, two or more players must cast their spells with the proper timing while their targeting reticules are positioned on the same spot.



Use the ✚ to move the caravan.



STR 21
DEF 23
MAG 15
Memories 9
Bonus
Pick up items



Orc Maga
HP 12/ 19
Vulnerable to fire
Vulnerable to slow
Vulnerable to paralysis
Items:
Rainbow Grps.

STR 10
DEF 11
MAG 7
Memories 9
Bonus
Pick up items

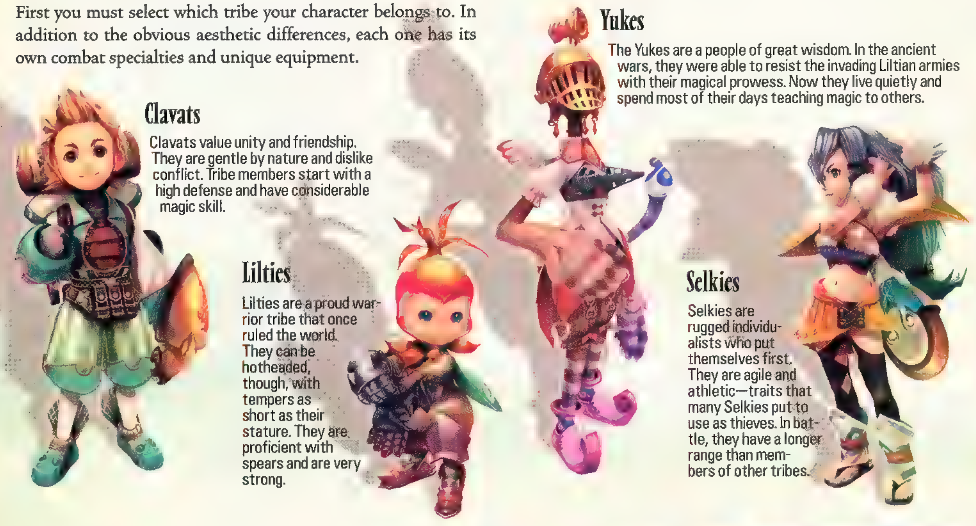
Coordination is crucial in multiplayer mode, since each player will be privy to different information on his or her GBA. For example, one person will get a map of the area, while another will receive detailed information on the last enemy that he or she encountered.

Creating a Hero

Unlike most console RPGs, Crystal Chronicles doesn't star a party of preset personalities. Instead, you'll create your own character by making choices in the categories described below (putting a bit of actual role-playing back into the genre). It's a good idea to balance your party with a diverse group of characters in multiplayer mode. If you're playing by yourself, though, you'll be accompanied by a helpful Moogle (an adorable white, furry creature, for those unfamiliar with Final Fantasy lore).

Tribes

First you must select which tribe your character belongs to. In addition to the obvious aesthetic differences, each one has its own combat specialties and unique equipment.



Clavats

Clavats value unity and friendship. They are gentle by nature and dislike conflict. Tribe members start with a high defense and have considerable magic skill.

Lilties

Lilties are a proud warrior tribe that once ruled the world. They can be hotheaded, though, with tempers as short as their stature. They are proficient with spears and are very strong.

Yukes

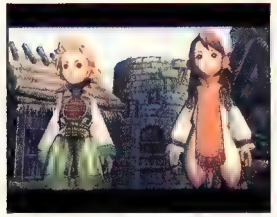
The Yukes are a people of great wisdom. In the ancient wars, they were able to resist the invading Liltian armies with their magical prowess. Now they live quietly and spend most of their days teaching magic to others.

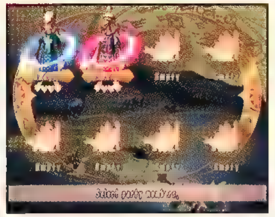
Selkies

Selkies are rugged individualists who put themselves first. They are agile and athletic—traits that many Selkies put to use as thieves. In battle, they have a longer range than members of other tribes.

Appearance

After you've selected a tribe, you'll need to pick whether your character will be male or female. Each gender has four appearances to choose from, for a total of 32 different characters. Unlike your avatar's tribe and family trade (see below), gender and appearance have no effect on gameplay, so you can go with whichever look tickles your fancy.

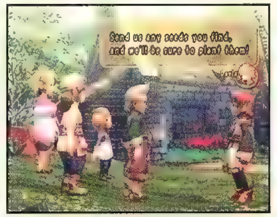




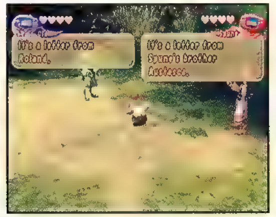
The left screenshot shows a male and a female Clavat. The screenshot on the right shows two different styles for a male Yuke.

Family

The last step is to choose your family's profession: blacksmith, tailor, farmer, rancher, miller, fisher, merchant or alchemist. If you have a good relationship with your family, they might give you a deal on items or grow certain foods for you (depending on their specialty). You'll return home once a year after you've completely filled the chalice with myrrh.



Send us any seeds you find, and we'll be sure to plant them!



It's a letter from Roland.

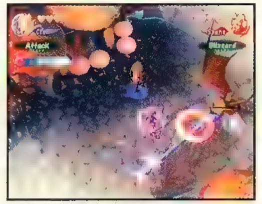
It's a letter from Sgune's brother Auctessa.

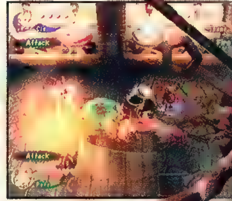
You'll receive a letter from your family after each boss battle. Your relationship with them is affected by how you respond (your reply can even include gifts or money).

Sights and Sounds

The Final Fantasy series has always been known for its incredible production values, and Crystal Chronicles is certainly no exception. It is among the most visually striking games on the GCN, with amazing textures and vibrant colors that wash over its intricately detailed environments. Perhaps even more important than its technical achievements, though, is the game's beautiful art direction. The characters and locales have a certain warmth that lends the game undeniable charm, and some imaginative new creature designs join a collection of Final Fantasy favorites. A stirring soundtrack that was recorded live with ancient musical instruments pulls the whole experience together with a gentle ambience. The overall result is refreshingly unique.

The water, lighting and transparency effects are even more impressive when you see the game in motion. It's definitely a showpiece for the GCN hardware.





You'll explore a number of exotic (and sometimes outright bizarre) locales over the course of your journey. Pictured above are the mushroom forest and a giant kitchen, complete with hostile chefs.

The Final Countdown

As you've probably discerned, we're pretty excited about Final Fantasy: Crystal Chronicles. It's a radical departure for the series—with a focus on gameplay and exploration over storytelling—but it's an eminently enjoyable adventure worthy of its heritage. What's more, the multiplayer mode is one of the best uses of GCN-GBA connectivity that we've seen. Fortunately, the wait is almost over—the game is scheduled to hit store shelves on February 9th. With Final Fantasy Tactics Advance already under its belt, The Game Designers Studio is off to a very impressive start. Next up is Kingdom Hearts: Chain of Memories for Game Boy Advance. Stay tuned!

who are you?
Nintendo®
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Slash, jump, grind and fly—the star of Namco and Argonaut's GCN actioner I-Ninja is small but he's got big moves. Take him for a spin.

TEEN
CONTENT RATED BY ESRB
Animated Blood Violence

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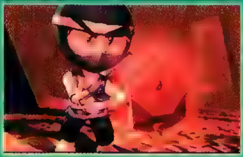
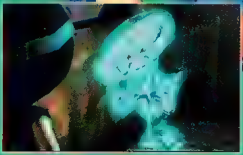
An old warrior teaches his precocious charge an ancient art—it's not *The Karate Kid*, but I-Ninja's sensei does tend to wax on (and on and on) to make a point. The student, Ninja, is a big-headed ball of wound-up energy who's always looking for a fight, and he finds plenty of boisterous brawls in his quest for the pulsating Rage Stones. Read on, reader-san. The action is about to begin.

RAGE AGAINST THE RANX

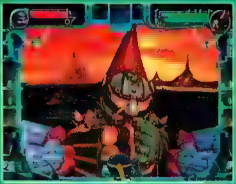
When a Rage Stone causes Sensei's untimely demise, Ninja vows to gather the other stones to keep them out of the wrong hands—specifically those of Master O-Dor and his robotic Ranx army. The battle begins on Robot Beach and ends on the moon.

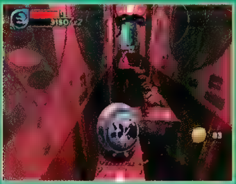


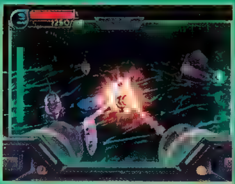


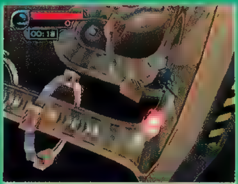
SO MUCH TO DO, SO MUCH VARIETY

I-Ninja is chockablock with gameplay. Although you can speed through the story without completing every task, a lot of the fun is in finding out what's in store for you in each level—from beating an enormous robot to riding on barrels, chasing down and commandeering a [illegible] turret. The war against the Ranx rages with action aplenty!









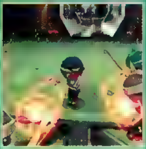
POWER TO THE NINJA

[illegible] come an obstacle. As you run through the levels of Robot [illegible] you move on to Bomb Bay, you'll get projectile weapons.

AWESOME ATTACKS

Although the standard B-Button Fast [illegible] ble of pulling off much more dazzling sword-swishing maneuvers.

SPIN ATTACK



If Ranx are closing in from all directions, make them back off by spinning. Press X to do a 360° with your sword extended.

UPPERCUT SLASH

Lift and separate your enemies by pressing A and X simultaneously. The move is slightly stronger than the Fast attack.

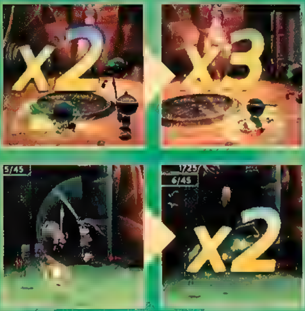
BACKWARD THRUST

By simultaneously pressing B and tapping the direction opposite that in which Ninja is facing, you will instruct Ninja to slide backward, leading with his sword.

[illegible]

Ninja's devastating overhead strike splits enemies down the middle. Press A twice then B once or press A and B together to hop then drop.

[illegible]

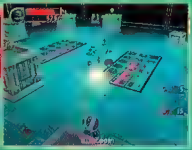


When you're on a roll, you can make it big with score multipliers. Move from enemy to enemy using quick slashes, or hop in the middle of a grind to trigger a multiplier. While multipliers are in effect, the points that you earn will increase dramatically.

PUNISHING PROJECTILES

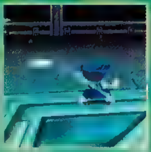
[illegible]

[illegible]



Darts fly in bee-line paths with pinpoint accuracy. Press B to release a dart and knock out a Ranx soldier with a single shot.

[illegible]



Though not as powerful as darts, throwing stars wreak havoc by bouncing off walls. Press X to send a shuriken flying.

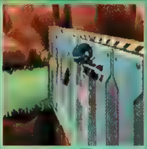
MAGNIFICENT MOVES

[illegible] mental challenges and speed toward his goal.

DOUBLE-JUMP

Press A to jump, then press A again while Ninja is in midair to complete a double jump. The technique allows you to cross wide gaps and reach high ledges.

[illegible]

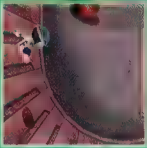


Some wall surfaces are flat enough to run on. Press A to hop up to the wall, then run straight up to reach a ledge or sideways to span a gap.

CHAIN SWING

The surly warrior-in-training is equipped with a whiplike chain. Press the R Button to release the device and hook on to the closest chain point. You can use the chain to fly over chasms or swing around tight turns on speed tracks.

HALF-PIPE RUN

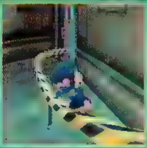


Run back and forth on a half-pipe to build up your speed. You'll reach a higher point every time you scream up the bank, and eventually you'll grab the ledge.

[illegible]

You can jump from the same wall surfaces that you can run over. By using the A Button to hop back and forth between walls that face each other, you'll reach new heights.

RAIL SLIDE

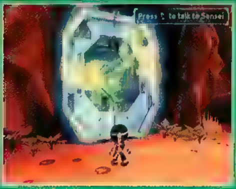


Ninja is an extreme adventurer. When you steer him toward one end of a rail, he'll grind to the other end.

SWORD-HOVER

Ninja's sword is more than a weapon. Press X while the hero is in midair to have him spin the sword like a helicopter blade and slow his fall.

BELT OUT THE HITS



By collecting Grades at the end of each level, you can build up to new ninja belts. Belts increase the size of your health meter and give you access to levels that are protected by a haze that matchesthe belt color.

● x 3

YELLOW BELT

● x 6

GREEN BELT

● x 8

BLUE BELT

● x 10

RED BELT

● x 11

BLACK BELT

SWING FOR STRONGER SWORDS

GOLDEN SWORD

JADE SWORD

SAPPHIRE SWORD

FIRE SWORD

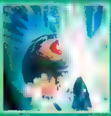
The game keeps a running total of the Ranx soldiers that you have sliced. As the number increases, you'll earn more powerful katanas. The Ranx ranks are limited, so don't pass up an opportunity to make your mark, unless you're running out of time.

RAGE AND RELEASE

You'll unlock four Rage abilities as you skitter through the adventure. When the Rage icons are pulsating, you can trigger your choice of any available ability by tapping one of the Control Pad directions.

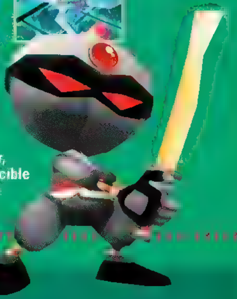
BERSERKA RAGE

REVIVE RAGE



SHURIKEN RAGE

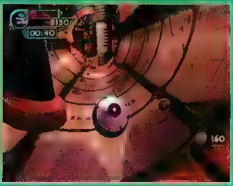
Berserka Rage gives Ninja more sword-attack power for a short time. Revive Rage revitalizes the fighter's health. Shuriken Rage places the battler on a giant throwing star, allowing him to rip through enemies. And with the I-Ninja! power, the minute mauler turns into an invincible storm of pure rage with the strength to slice through any Ranx soldier.



ROBOT BEACH

EYE-NINJA

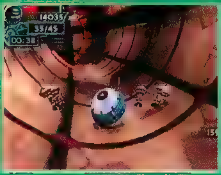
The game's first level introduces you to battle basics and clearing obstacles. When you reach giant robot Tekayama's right eye, you'll roll it out to the level's end.



The second half of the level is a tightly timed Eye Bowling exercise. You'll have 55 seconds to reach the end of a long and winding tube. There is no time to waste. Follow the line of coins around the poles, strike the pinlike groupings of enemies through the middle and always maintain forward momentum.

2ND TIME

YELLOW BELT REQUIRED



To collect the Grade in Eye-Ninja's second run, you must defeat all 45 Ranx soldiers. When you reach the eye, you should have 21 defeats. Roll over four more enemies in the open area, then score four Eye Bowling strikes.

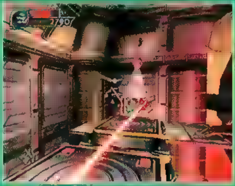
3RD TIME

GREEN BELT REQUIRED

You'll have only 2:50 to complete your third run through the level. You can cut time by avoiding all enemies except the Ranx that control the force field in the middle. Start your half-pipe run on the pipe's left side.

EYE 2 EYE

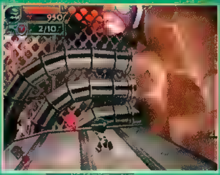
The search for Tekayama's left eye takes you through a diabolical laboratory filled with moving platforms and laser beams. Jumping skills and timing are crucial.



The Ranx are using Tekayama's eye as a laser turret. When you reach the room that houses the turret, slash the main control panel to make a platform rise from the floor near the room's entrance. Ride the platform to a high ledge, then negotiate a series of zigzagging platforms to another panel. By destroying the second panel, you'll clear the way to the eye.

2ND TIME

YELLOW BELT REQUIRED



In the easiest repeat run in the game, you must collect all of Eye 2 Eye's Red Coinage—10 pieces. The coins are in the middle of the main path. You can't miss them as you make your way to the end.

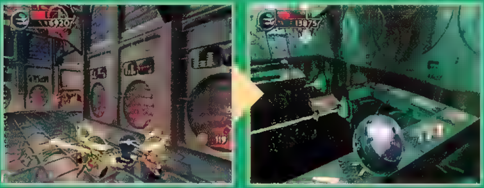
3RD TIME

GREEN BELT REQUIRED

With 2:45 to reach the end of the level, you'll have no time to spare. Defeat the pair of enemies near the first air vent to clear a force field, but avoid all others. Also, roll over the extended platforms without stopping in the middle.

HEART ATTACK

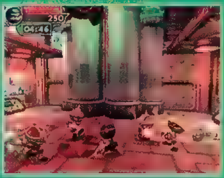
Stealth comes into play as you mount a quest to collect Tekayama's heart. If a robot sentinel catches you, you'll return to the mission's start point.



The green-tinted soldiers in the middle of the level are mighty tough. Avoid them if you're low on health. As you roll the heart to the level's end, put on the brakes as you close in on 90-degree turns.

2ND TIME

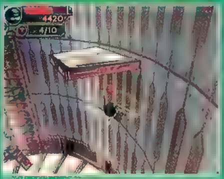
YELLOW BELT REQUIRED



Time will become a factor in your quest for a second Heart Attack Grade. The clock will start at 5:25. Defeat the Ranx in the room with the enemy-triggered force field, but avoid all other battles to shave time.

3RD TIME

GREEN BELT REQUIRED

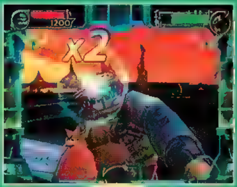


The first of 10 Red Coinage pieces is in a barrel near the first sentinel. The most difficult coin to collect is below a platform in the wind tunnel. Use the Sword Hover technique from above or wall-run from below to reach it.

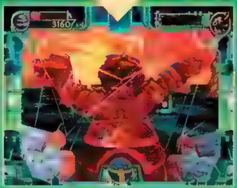
BOSS: KYZA

YELLOW BELT REQUIRED

As soon as Tekayama has all of his parts, you'll be able to go toe-to-toe against Kyza in a rock 'em, sock 'em boss battle. Bob, weave and use punch combos to score big hits.



You'll earn score multipliers by dodging Kyza's punches without getting hit. In the opening rounds, the onboard computer will let you know when to dodge. In the final round, you'll have to rely on Kyza's body language. After you successfully dodge Kyza's punches, pull off a series of powerful blows—right, left then uppercut.



Between rounds, Kyza will fire missiles in your general direction. Punch them out of the air or sway out of their way. You'll build up your laser gauges by landing punches. When they're full, charge up the laser while avoiding Kyza's attacks, then release it to send out a devastating strike.

ROBOT BEACH BONUS LEVELS

Following your victory over Kyza, you'll gain entrance to Bomb Bay. If you return to Robot Beach, Tekayama's cousin Yang will call you out. Look for Yang on the beach and [illegible] him some coinage to enter his Grade-worthy tests.

FLY NINJA: 100 COINAGE

Yang will challenge you to collect a dozen coins in a series of Ninja-lifting wind tunnels. The clock will start at 1:10. You'll get an extra five seconds for every clock pickup that you collect.

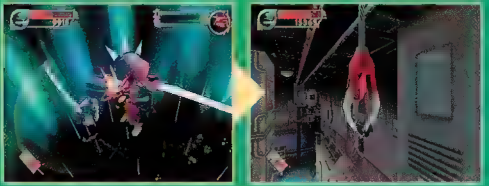
NINJA BALL: 150 COINAGE

Floating platforms make Yang's Ninja Ball rolling test a real challenge. Take your time on the platforms and be sure to collect clock pickups for 10-second credits. Get a good run at the final slope and don't slow down.

BOMB BAY

ROCKET FACTORY

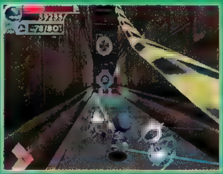
The levels of Bomb Bay introduce you to darts, shurikens and grenades that attack from long distance. The Rocket Factory is an enemy-loaded run to the mission-ending bay. Stay on guard!



Use dash attacks and your Rage abilities to make short work of the Ranx Captain in the middle of the level. After you defeat all of the soldiers on the factory floor, climb up to the conveyor belts and let a crane carry you.

2ND TIME

GREEN BELT REQUIRED



Success in your second Rocket Factory run requires that you defeat all 80 of the level's enemies. Clear away the soldiers on the floor of every room and be sure to slice the pair under the rail near the level's end.

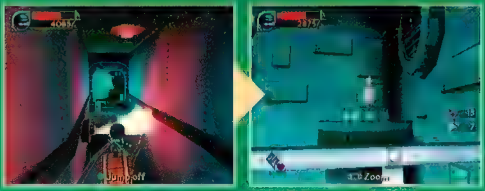
3RD TIME

BLUE BELT REQUIRED

The third time through the level is a run for Red Coinage. Cut open every barrel you can find. The most elusive coins are in an elevated glass room in the middle of the level and in a barrel above the rail near the end.

GRADE IN A CAGE

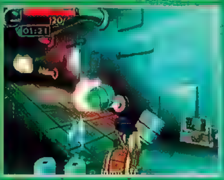
By rolling a barrel full of blasting powder from the start of the level to the end, you can liberate the level's Grade from a cage. Be careful. Ranx will attempt to ignite the barrel prematurely.



Flames and Ranx can detonate the barrel. Watch the flames and roll past them after they shut off. Collect darts and shuriken and use them to defeat the Ranx behind the turrets and the explosive red barrels.

2ND TIME

GREEN BELT REQUIRED



You'll have to throw caution to the wind to reach the end of the level within the second run's two-minute time limit. Fly by enemies and roll through silver barrels, but swerve to avoid red barrels and flames.

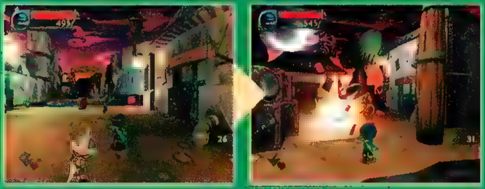
3RD TIME

BLUE BELT REQUIRED

You'll find red coins scattered over the floors and ledges during your third visit to the area. The largest concentration of coins is in the last room. Use the barrel as a boost to the room's elevated booth and look for a coin inside.

CHASE THE FUSE

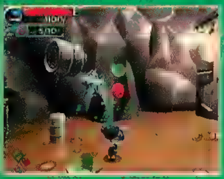
The Grade Ranx work on a pile of explosives. After a soldier lights a fuse that leads to the pile, you'll have to outrun the flame to reach the Grade before it goes up in smoke.



It's always tempting to engage with the Ranx, but you won't have much time for fighting as you chase the fuse. Try to stay in front of the flame in case you need more than one attempt for a wall-run or a chain-swing.

2ND TIME

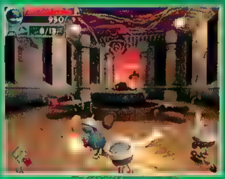
GREEN BELT REQUIRED



The Chase the Fuse follow-up is a search for Red Coinage. Stay just behind the flame. Some of the barrels that it ignites will reveal coins. As you approach the half-pipe, slice open a silver barrel to find a well-hidden coin.

3RD TIME

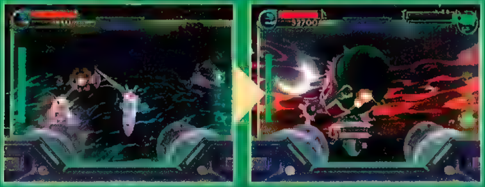
BLUE BELT REQUIRED



As you Chase the Fuse for the third time, you'll have to defeat all of the level's 13 enemies to get the Grade. Slice the baddies as quickly as you can and start running on the right side of the half-pipe to save time.

SHOOT THE SHIPS

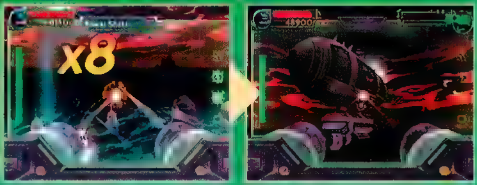
You've got to blast through three waves of Ranx ships and one massive airship to make the Grade. Zoom in to line up your shots, then zoom out to see a full view of the harbor.



Pick up the power-ups that enemy ships leave behind to give your turret more firepower or a better defense. When you go up against the airship, strip it of all its armor, then attack its exposed underbelly.

2ND TIME

GREEN BELT REQUIRED

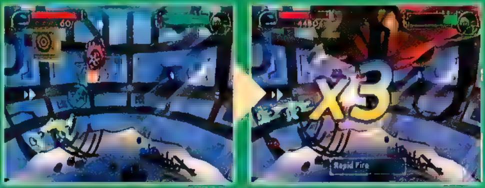


The goal for your second time through the mission is to earn 50,000 points on your way to victory. You'll have to build up your score multiplier to get there. Enemy missiles and gliders aren't worth points, but they do increase the multiplier. Weaken the approaching ships, destroy airborne enemies to top out the multiplier at x10, then finish off the ships. You'll get enough points to put you over the top if you have a high multiplier when you defeat the airship at the end.

BOSS: VENTIS

GREEN BELT REQUIRED

Robotic Ventis stands between you and a Rage Stone. It's vulnerable to your fire only when its mouth is open. While you're waiting for the beast to open wide, use barrel rolls to avoid its attacks.

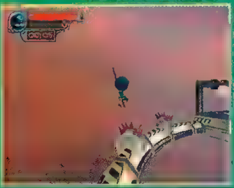


Collect power-ups to increase your submarine's strength and add to your score multiplier. Successful evasions also increase the multiplier. Stay away from the top of the tank to give yourself maneuvering room and wait for shot opportunities.

BOMB BAY BONUS LEVELS

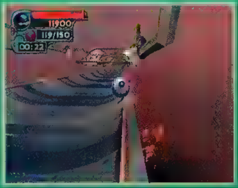
When you return to Bomb Bay after you've defeated Vesta, you'll discover Aria on top of the ship. She'll challenge you to a pair of bonus tests. After the tests, if you've collected all of the Grades available, you'll be very close to earning a red belt.

CHAIN CHALLENGE: 200 COINAGE

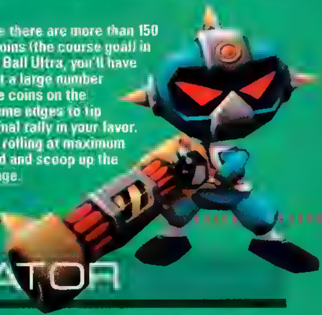


The chain-swinging speed-track portion of Aria's first bonus test is a straightforward piece of cake. But things will start to get dicey when you reach the rail. Hop over the explosives as you grind, then double-jump to the platform.

NINJA BALL ULTRA: 300 COINAGE



While there are more than 150 red coins (the course goal) in Ninja Ball Ultra, you'll have to get a large number of the coins on the extreme edges to tip the final tally in your favor. Keep rolling at maximum speed and scoop up the coinage.



INTERVIEW WITH THE ANIMATOR

For the task of creating I-Ninja's cut scenes, game developer Argonaut went to the masters at Don Bluth Films in Phoenix, Arizona to add their signature sense of humor and style to the mix. Producer Gary Goldman is a former Disney animator who collaborated with director Don Bluth on the original Dragon's Lair game and such films as *The Secret of N.I.M.H.*, *An American Tail* and *Titan A.E.* We asked Goldman about his company's latest effort in the world of video games.

NP: Don Bluth Films has created a lot of great 2-D animation and a groundbreaking mix of 2-D and 3-D in *Titan A.E.* How would you describe the style used in the I-Ninja cut scenes?

GG: The animation style in I-Ninja is entirely computer-generated imagery, executed in joint production with Rhonda Graphics here in Phoenix. We used the character and environmental assets provided by Argonaut, with the exception of the opening environment. We have attempted to bring a little of our theatrical animation experience to these cut scenes, which gives them a flavor somewhat different than the interactive portions of the game. We added more "squash and stretch" to the animation to be more reflective of our traditional animation style and we concentrated on bringing humor to the sequences between levels of gameplay.

NP: Are there differences in your approach when developing short segments that are placed between gameplay as opposed to longer stand-alone feature films and shorts? If so, what are they?

GG: Actually, they are not really that different. We still wrote scripts for each section, storyboarded and sketched the storyboards for lighting direction and did color keys to establish mood. We recorded temp voice tracks and provided temp sound effects and music before we started the animation process. The animators used these sound tracks to animate to—just like in the feature film production process.

NP: Besides moving the story along, what would you say are the main purposes for video game cut scenes?

GG: The concept was to give the player information and take him/her into the next level in an entertaining way. They asked for "entertainment" for the opening, closing and events between each level. They wanted a different style of entertainment than that which was provided in the actual interactive moments.

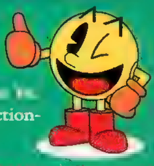
NP: How did the collaboration with Argonaut work? Were they very specific about what they wanted, or did they give you the freedom to come up with your own ideas?

GG: They were great. The development leads from Argonaut and the management team from Namco all flew into Phoenix and shared their ideas with us and described what they wanted to achieve. We were given a lot of freedom to create something that would hopefully provide entertaining transitions for the gamers as they successfully moved from level to level while also offering the information the gamers need to know about the story of the game. It was a real collaboration, with plenty of room to perform.

NP: Any thoughts on creating an I-Ninja cartoon show? What would it be like?

GG: The TV series? It has been hinted at. The characters are unique and it could be very entertaining, but if we told you what it would be ... well, we'd have to kill you. This is top-secret stuff.

I-NINJA FEVER



I-Ninja is well on his way to becoming a Namco mascot like the company's most famous game guru, Pac-Man. You can keep up with Pac-Man's antics when you receive Pac-Man Vs. with your purchase of I-Ninja. That's an action-packed deal!

Roast the tires and light up the competition.

R:RACING EVOLUTION

The GCN's R: Racing Evolution injects rivalry and passion into the racing genre. To feed the insatiable appetites of race fanatics, Namco has packed RRE with all the tracks, cars and challenges you've come to expect. On top of that, you'll receive Pac-Man Vs. free with the purchase of R: Racing Evolution. It's a gaming duo that's sure to nitro-inject your Nintendo GameCube.

TEEN
T
CONTENT RATED BY
ESRB

Mild Language
Suggestive Themes

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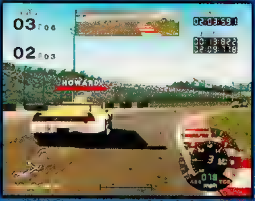
A NEW BREED

R: Racing Evolution blends the best features of simulation and arcade racing games and throws in fresh features like the Pressure Meter, which adds a whole new dimension to the nuts and bolts of elite car racing.

Lay on the Pressure NP



The Pressure Meter adds the human intensity and driver rivalry missing from previous racing games. Follow an adversary closely and watch as the meter fills and your opponent becomes more anxious. If you apply enough pressure and max out the meter, your rival will quickly make a critical mistake.

A Wide Array of Racing Styles

RRE features oodles of racing styles, modes and car classes. When you need a break from the pavement, put your drifting and cornering skills to the test in off-road rally races, or spin your tires and thunder down the quarter-mile with classic muscle cars in nighttime drag races.

RACING LIFE

RRE's unique story-driven Racing [illegible] follows the [illegible] an ambulance driver trying to prove to her [illegible] sponsors and opponents that her real-world driving skills will translate to record times on the track. Spanning [illegible] tire-squealing chapters, Racing Life offers a one-of-a-kind experience.

CHAPTER 1: De Tomaso Pantera Cup

Track: TWIN RING MOTEGI Super Speedway / JPN ([illegible] Laps)
Unlockable Car: PANTERA GT5-S

CHAPTER 2: Test Session 1

Track 1: WATERBRIDGE / ESP
Track 2: WATERBRIDGE (reverse) / ESP
Unlockable Cars: RSX Type-S RALLY CAR • COOPER S RALLY CAR

CHAPTER 3: Test Session 2

Track: SUZUKA CIRCUIT EAST COURSE / JPN
Unlockable Car: VM180

CHAPTER 4: Japan Touring Car Championship Class 3

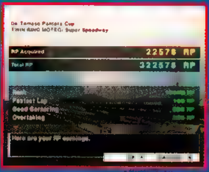
Track 1: YOKOHAMA Street Circuit / JPN (2 Laps)
Track 2: SUZUKA CIRCUIT East Course / JPN (2 Laps)
Unlockable Cars: VM180 • TT COUPE 1.8T QUATTRO • RSX Type-S

CHAPTER 5: Japan Touring Car Championship Class 2

Track 1: SUZUKA CIRCUIT / JPN (3 Laps)
Track 2: YOKOHAMA Street Circuit / JPN (3 Laps)
Unlockable Cars: S2000 • RX-7 R-SPEC • 350Z • SPORT ELISE

R.C.EMS
AMBULANCE

Earn Some Bank



De Tomaso Pantera Cup
TWIN RING MOTEGI: Super Speedway
RP Acquired 22576 RP
Total RP 322576 RP
Fastest Lap
Good Cornering
Overtaking
Here are your RP earnings.

You'll receive Reward Points (RP) based on your performance. Each racing style has its own goals and bonuses, but for every course, it pays to drive a clean race and finish first.

Racing Rivalry: Gina Cavalli

You've completed your training—it's time for the real deal. You're about to meet Gina Cavalli, a racing vixen who'll be your rival throughout Racing Life.

CHAPTER 6: G.V.I. Secret Competition

Track: **SUZUKA CIRCUIT / JPN (3 Laps)**
Unlockable Car: **500 F GARNIER**

CHAPTER 7: International Rally

Track 1: **WATERBRIDGE / ESP**
Track 2: **WINDMILL HILL / ESP**
Track 3: **WATERBRIDGE (reverse) / ESP**
Track 4: **WINDMILL HILL (reverse) / ESP**
Unlockable Cars: **206 WRC PROTOTYPE (1999) • IMPREZA WRX STi RALLY CAR**
FOCUS RALLY CAR • LANCER EVOLUTION VIII RALLY CAR

CHAPTER 8: Surfside Drag Race

Track: **Surfside / USA**
Unlockable Cars: **CHARGER R/T DRAG CAR • GT500 DRAG CAR**

CHAPTER 9: Japan Touring Car Championship Class 1

Track 1: **PHILLIP ISLAND GP CIRCUIT / AUS (3 Laps)**
Track 2: **YOKOHAMA Street Circuit / JPN (3 Laps)**
Track 3: **SUZUKA CIRCUIT / JPN (3 Laps)**
Unlockable Cars: **CALSONIC SKYLINE • ESSO ULTRAFLOW SUPRA • TAKATA DOME NSX**

CHAPTER 10: Rally La Mancha

Track 1: **WATERBRIDGE / ESP**
Track 2: **WATERBRIDGE (reverse) / ESP**
Unlockable Car: **COOPER S RALLY CAR GARNIER**

CHAPTER 11: Rally Arena Special Tournament

Track: **RALLY ARENA SS / ESP (3 Rounds)**
Unlockable Cars: **206 WRC PROTOTYPE (1999) • IMPREZA WRX STi RALLY CAR**
FOCUS RALLY CAR • LANCER EVOLUTION VIII RALLY CAR

CHAPTER 12: International GT Car Championship

Track 1: **YOKOHAMA Street Circuit / JPN (5 Laps)**
Track 2: **PHILLIP ISLAND GP CIRCUIT / AUS (5 Laps)**
Track 3: **SUZUKA CIRCUIT / JPN (5 Laps)**
Track 4: **CIRCUIT DE MONACO / MON (5 Laps)**
Unlockable Cars: **CALSONIC SKYLINE • [illegible] • ESSO ULTRAFLOW SUPRA • [illegible]**

CHAPTER 13: Holiday Classic Race

Track: **GREEN FIELD / GBR (3 Laps)**
Unlockable Cars: **Giulia GTA Junior • 500 F • APLINE A110**

CHAPTER 14: Motegi Super Speedway

Track: **TWIN RING MOTEGI Super Speedway / JPN (10 Laps)**
Unlockable Cars: **EXP SPEED 8 • Infineon AUDI R8**

Mud Bath

Off-road rally cars handle differently from track cars—they tend to fishtail on corners. Rallies are races against the clock, so you can't rely on pressuring your opponents.

G.V.I.'s Shady Deals

Before the drag race, you'll learn that G.V.I. is behind a huge betting scam in the racing world. In a drag race, tear off the line just as the light turns green. You'll get a bonus for winning without using nitro.

Throw the Race for G.V.I.

Race fast and hard on the first two races, but know that G.V.I. will order you to take a dive on the last race. You have to place second to proceed.

Old School

In the relaxing holiday race, you'll compete without G.V.I.'s backing. The race features classic cars that can't match the extreme performance of the vehicles you're used to. Control your skids around corners to gain an edge.

Race for Freedom

You've reached the final chapter of Racing Life, and you'll soon be racing for freedom from the iron grip of G.V.I. Hop into a prototype car and blaze around the oval track at neck-snapping speeds.

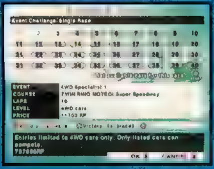
EVOLVE YOUR RIDE

What's the fun of raking in the cash if you don't spend it? Blow all of the RP you accumulated in Racing Life on new cars, tune-ups and Event Challenge entrance fees. To earn a load of quick cash, unlock Vs. Rival Challenge 7 and smoke Nelly in a drag race with a prototype car. You can repeat the race as many times as you want to get rich.

MINI COOPER S
Max HP/Torque
Weight
Price

Perform Stage 1 engine tune.

Endless Event Challenges



Event Challenge: Single Race

EVENT 4WD Specialist 1
COURSE TWIN RING MOTEGI Super Speedway
LAPS 10
LEVEL 4WD cars

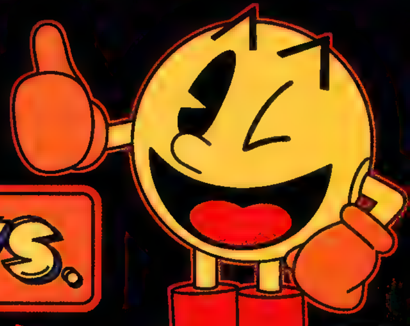
Entries limited to 4WD cars only. Only listed cars can compete.

R: Racing Evolution offers gamers marathonlike replay value. In addition to a robust multiplayer mode, you can race in any of the several hundred Event Challenges, which cover every racing style and goal imaginable, including tour races, time trials, tournaments and Rival Races. Each Event Challenge has bronze, silver and gold requirements—only the hottest drivers will collect pure gold.

RACING GLORY

Racing Life represents only a small portion of the challenges that await you. And don't forget, when you purchase R: Racing Revolution, you'll get Pac-Man Vs. for free! For more info on the frantic and innovative Pac-Man title, turn the page.

In a Nintendo exclusive, Pac-Man Vs. brings together Nintendo GameCube and Game Boy Advance owners for an overhaul of an arcade classic. Ghosts unite!



PAC-MAN® VS.

Nintendo visionary Shigeru Miyamoto and Namco sage Toru Iwatani have a GCN masterpiece on their hands. Pac-Man sprang from Mr. Iwatani's imagination back in 1980 and was so addictive that it spawned countless sequels. Fast-forward to E^3 2003: Mr. Miyamoto announced a series of connectivity breakthroughs. Now one of them—Pac-Man Vs.—debuts as part of a GCN-exclusive bargain.

The Player's Choice release of Pac-Man World 2 ($19.95 MSRP) includes Pac-Man Vs. in the same box. When you buy R: Racing Evolution or I-Ninja at participating retailers, you'll get the game on a separate Game Disc.

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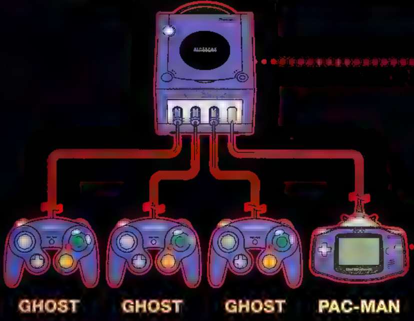
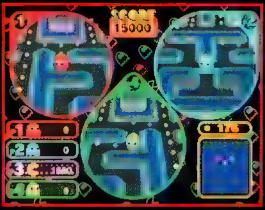
GHOST IN THE MACHINE

If you've got one GCN, one GBA and the Nintendo GameCube Game Boy Advance cable, you're good to go. Players compete in a series of mazes until one player hits a certain point total. Ghosts have a big incentive to catch Pac-Man, since the gobbler can rack up points much faster.

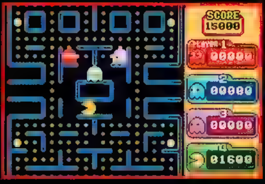


Ghosts Hunt on the GCN



One to three players use the GCN Controllers to search the maze for Pac-Man as ghosts. Each gets a view of only his immediate surroundings. Fortunately, Pac-Man leaves a glowing trail, which helps you catch a glimpse of him. If you track down and touch Pac-Man, you'll get your turn at the Pac-Man controls.

Pac-Man Gobbles on the GBA



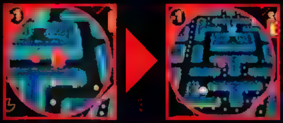
When you play as Pac-Man, you'll get a private view of the whole maze on your GBA. You'll try to clear the maze of all Pac-Dots and Power Pellets. If you succeed, you'll control Pac-Man for one more round on a fresh maze. If a ghost catches you, you'll swap your GBA with your captor's GCN Controller and trade roles!

Points for Pac-Man

PAC-DOT	10 points: Though each Pac-Dot is worth only 10 points, they add up to big totals in your pursuit to clear the maze.
POWER PELLET	110 points: You'll gulp down a load of points for eating a Power Pellet, but its real value lies in its ghost-exposing power.
GHOST	200/400/800/1,600 points: A Power Pellet's influence on ghosts is brief. The more ghosts you gulp, the more you'll earn.
FRUIT	400 points: Fruit will briefly appear in the maze. Unlike in the original Pac-Man, all fruit types grant the same point amount.
CLEAR MAZE	1,000 points: When you clear a maze of Pac-Dots and Power Pellets, you'll score 1,000 points and continue on another maze.

Ghost Points

FRUIT 400 points



Unlike in the arcade original, ghosts can eat fruit. If you chomp down a piece, you'll get 400 points and receive a brief extra benefit: your ghost's perspective will grow larger, which makes it easier to catch a glimpse of Pac-Man.

PAC-MAN 1,600 points

If your Ghost nabs Pac-Man, you'll steal 1,600 points from the Pac-Man player. You'll also get your turn to play Pac-Man, which can lead to beaucoup point totals.

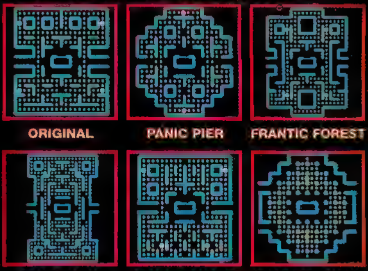
Swapping Roles, Trading Controls

WINNING GHOST

PAC-MAN

The two players who swap roles must exchange controls. The player who is taking control of Pac-Man must use the GBA. The game system keeps track of who's switching devices and assigns points to the correct players.

CLASSIC MAZE—PLUS FIVE!



ORIGINAL

PANIC PIER

FRANTIC FOREST

R.I.P. PARK

MANIC MANOR

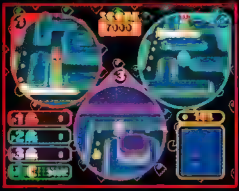
HAUNTED HALL

The arcade original had only one maze. (Ms. Pac-Man was the spin-off that started the multiple-maze craze.) Pac-Man Vs. allows you to plunder six different mazes. Some favor Pac-Man; others are ghost-friendly.

LEADER OF THE PAC

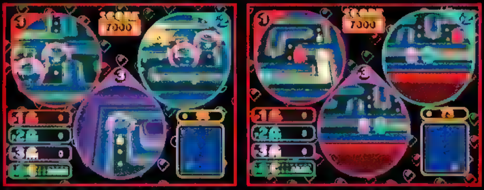
The ghosts have had a bad rep for 23 years. Now you'll see things from their (limited) perspective—and you'll realize why Pac-Man has run circles around them. Turn the tables and take control of Pac-Man with a few tips.

Teamwork, Schmeemwork



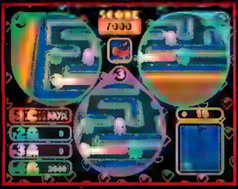
Pac-Man Vs. rewards you for playing a cutthroat game. You'll want to be Pac-Man—it leads to massive points. So if you catch a glimpse of Pac-Man, keep it to yourself. Also, keep an eye on the other ghosts' views, especially if you're having a hard time finding Pac-Man. You can scan the radar in the lower-right corner to piece together all three ghostly views.

Power-Pellet Politics



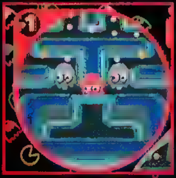
When Pac-Man eats a Power Pellet and makes you vulnerable, head for home base. Pac-Man can't enter it. There's an upside if you do get eaten, however. You'll quickly reemerge from home base—invulnerable! While Pac-Man continues his ghost-gobbling rampage, you can surprise him.

Ganging Up with Ghosts

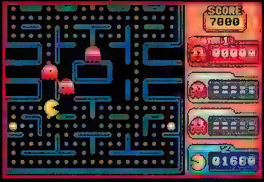


When the player who's controlling Pac-Man nears the point goal, start talking. If you see your prey, tell your fellow ghosts. You might think that you can all hover near the few remaining Pac-Dots, but when there are fewer than 25 left, they'll all vanish from the TV screen. Communication becomes even more essential!

POSSESS YOUR OWN POSSE



Three ghosts roam the maze. Any computer-controlled ghosts will hunt as harmless gray spirits; if one bumps into Pac-Man, it'll have no effect. A gray Ghost is also invulnerable to Pac-Man's attacks. If your ghost touches a gray ghost, it will turn your color and work for you in the hunt. Stay still when a new maze starts. A gray ghost will likely cross your path—easy conversion.



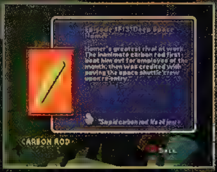
A converted CPU ghost will assume your color. In a two-player game, you can quickly convert the two gray ghosts and make Pac-Man sweat. If one of your converted ghosts catches Pac-Man, you'll score the points, plus the opportunity to become the next Pac-Man.

PAC-MAN FEVER

After all of our ghost tips, we'll offer one dirty trick for Pac-Man: if you hear your foes calling out your location, join the crowd! (And lie.) Whichever role you're playing, Pac-Man or ghost, Miyamoto's new masterpiece will have you glued to the GCN—and your GBA! He's reinvented gaming again.

CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.



THE SIMPSONS: HIT & RUN
ALL COLLECTOR CARDS—PAGE 64

Classified Information has the goods on the latest GCN titles. We'll help you grab upgrades in The Lord of the Rings: The Return of the King, collect shoes in NBA Live 2004, unlock special features in *Star Wars* Rogue Squadron III: Rebel Strike and power up the heroes in a half shell in the new TMNT title. Start cheating!

- THE LORD OF THE RINGS: THE RETURN OF THE KING GCN
- NBA LIVE 2004 GCN
- THE SIMPSONS: HIT & RUN GCN
- *STAR WARS* ROGUE SQUADRON III: REBEL STRIKE GCN
- TEENAGE MUTANT NINJA TURTLES GCN
- TIGER WOODS PGA TOUR 2004 GCN

THE LORD OF THE RINGS: THE RETURN OF THE KING GCN

PRECIOUS POWER-UPS

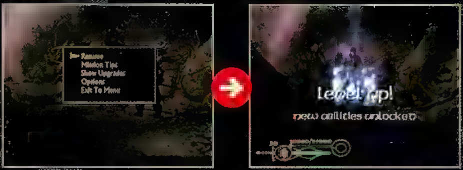
GIVE YOUR BATTLERS MORE EXPERIENCE AND ABILITIES.

As you fight Sauron's forces and advance to the story's epic ending, you can level up your heroes quickly, unlock abilities and even make Frodo a playable character for nearly every mission. Press Start to pause the action, then press and hold the L and R Buttons and key in the four-button codes shown below. You'll hear the metallic slice of a sword upon successful code entry. The codes are different for every character, and you can power up only the character that you are controlling at a given time.

ARAGORN

You can give the eventual king instant experience with one code, refill his quiver with another and purchase four combo-attack upgrades instantly with a third. The new upgrades are the level-5 move Dark Deliverance (Y, A, A, Y), the level-6 combo Shield Cleaver (Y, Y, X, Y), the level-8 move Lightning Strike (A, Y, A, A) and the level-10 maneuver Swift Justice (A, A, A, A). You must level up your character to perform the moves.

CODE	RESULT
UP, B, Y, A	GIVE ARAGORN 1,000 EXPERIENCE POINTS
Y, B, B, Y	REPLENISH ARAGORN'S ARROWS
UP, B, Y, DOWN	AQCUIRE FOUR UPGRADES AUTOMATICALLY



Pause the game, hold L and R, then enter Up, B, Y, Down quickly. When you resume gameplay, a message will let you know that Aragorn has acquired new abilities. Level up and continue the fight.

CODES

LEGOLAS, GIMLI AND SAM

While controlling the Elf, the Dwarf or the portly Hobbit, enter the appropriate code listed below to give your character instant experience. You can enter the code as many times as you want, provided that you release the L and R Buttons then press and hold them again between entries.

CODE	RESULT
A, Y, UP, A	GIVE LEGOLAS 1,000 EXPERIENCE POINTS
X, X, Y, A	GIVE GIMLI 1,000 EXPERIENCE POINTS
Y, A, DOWN, A	GIVE SAM 1,000 EXPERIENCE POINTS

GANDALF

One code gives Gandalf 1,000 experience points at a time, while the other one brings him up to level 4 instantly, unlocking (but not purchasing) all of the upgrades along the way.

CODE	RESULT
X, Y, UP, DOWN	GIVE GANDALF 1,000 EXPERIENCE POINTS
Y, UP, B, A	BRING GANDALF TO LEVEL 4

FRODO

The ring-bearer does not normally appear as a playable character until near the end of the game. While playing as any other character, you can unlock Frodo for play in early levels by entering a code. Pause the game. Hold L and R, and key in Y, X, X, X. Then exit to the main menu. After you select any mission, you'll see that Frodo is unlocked. Hobbits are not known for their battle skills, so playing as Frodo throughout the game will present some strong challenges. Use the other Frodo code to pump him up to level two, and purchase advanced moves for the Hobbit as soon as you complete a level with him.

CODE	RESULT
Y, X, X, X	UNLOCK FRODO
Y, UP, DOWN, X	BRING FRODO TO LEVEL 2

NBA LIVE 2004

GCN

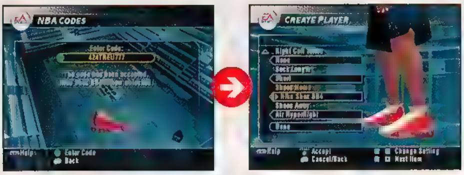
BE LIKE LEBRON

CODES

ACQUIRE A CLOSET FULL OF NIKE SHOES.

NBA Live 2004's NBA Store has dozens of Nike shoes for your customized players. Several others, including the Zoom Generation shoes worn by phenom LeBron James, are available through codes. You'll find the NBA Codes entry interface in the My NBA Live menu. Enter any or all of the codes listed below to unlock the corresponding shoes. You won't find the unlocked shoes in the store, but you will discover them when you create a player and give him gear. Select lower-body gear and scroll down to the Shoes Home and Shoes Away entries.

CODE	UNLOCKED SHOES
23LBJNUMB1	ZOOM GENERATION
CVJ554TJ58	AIR JORDAN 3
424TREU777	NIKE SHOX BB4
DG56TRF446	AIR FOAMPOSITE PRO (COLORWAY 1)
3245AFSD45	AIR FOAMPOSITE PRO (COLORWAY 2)
DSAKF38422	AIR FOAMPOSITE PRO (COLORWAY 3)
A0K374HF8S	AIR HYPERFLIGHT (COLORWAY 3)
JCX93LSS88	AIR HYPERFLIGHT (COLORWAY 4)
367UEY6SN	AIR ZOOM FLIGHT (COLORWAY 1)
2389JASE3E	AIR FLIGHTPOSITE II (COLORWAY 2)
GF9845JHR4	AIR FLIGHT 89 (COLORWAY 3)



The Create Player feature lets you design your NBA pro from head to toe. After you unlock shoes, they'll be available for your customized player.

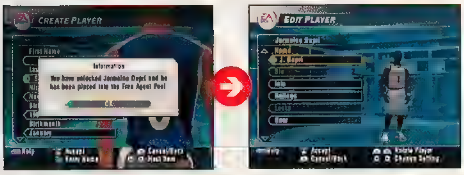
DEF DUPRI

CODE

ADD RAP ARTIST JERMAINE DUPRI TO YOUR NBA ROSTER.

NBA Live 2004 has another trick up its sleeve—an appearance by rapper Jermaine Dupri as an unlockable free agent. Enter the Create Player interface, select the player's bio, then enter SOSODEF as his last name. Immediately after you enter the name, a message will inform you that Dupri is available as a free agent. You'll find him in the free-agent pool, under the Sign/Release Players option.

LAST NAME	EFFECT
SOSODEF	UNLOCK JERMAINE DUPRI



Information

You have unlocked Jermaine Dupri and he has been placed into the Free Agent Pool

NBA Live 2004's one unlockable player has an overall rating of 90, putting him among the NBA elite.

TEENAGE MUTANT NINJA TURTLES

GCN

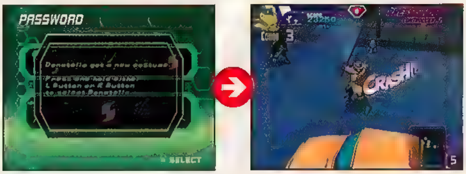
SHELL SHOCKERS

CODES

GIVE THE TURTLES EXTRA POWER AND ALTERNATE COSTUMES.

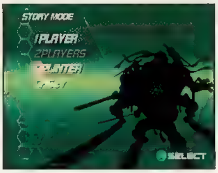
The world's most famous fighting amphibians gain power and new costumes when you enter any of several passwords. Select the Options menu then the Password interface to enter any of the passwords listed below. Three passwords for each turtle give the fighter additional power in ways that the game does not detail. If you want your turtle to have the best fighting chance, input all three passwords. Splinter and Casey Jones also get into the act. By unlocking them, you can select them for Story mode.

PASSWORDS	EFFECT
RDSRL, SDRML, RSSSR	ADDITIONAL POWER FOR RAPHAEL
DRLDS, MLMLS, MLSDS	ADDITIONAL POWER FOR DONATELLO
MSRMM, RLDDR, RLMSM	ADDITIONAL POWER FOR MICHELANGELO
LMLSD, LDSMS, RSDMM	ADDITIONAL POWER FOR LEONARDO
SLSMM	NEW COSTUME FOR RAPHAEL
RRSLR	NEW COSTUME FOR DONATELLO
RLSLS	NEW COSTUME FOR MICHELANGELO
RSLMD	NEW COSTUME FOR LEONARDO
LSLML	UNLOCK SPLINTER
SRLMD	UNLOCK CASEY JONES
LSDRM	UNLOCK THE PLAYMATES DATABASE
DDDML	UNLOCK A NEW HIT SOUND EFFECT

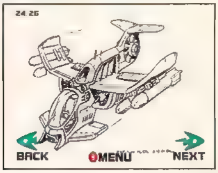


Donatello got a new costume!

After you unlock an alternate costume for one of the turtles, press and hold L or R while selecting the character. He'll switch to the new duds.



After you unlock Splinter or Casey Jones, you'll find a Story mode entry that allows you to start an adventure with the new character.



The Playmates Database stores images of TMNT action figures and action-figure concept art.

SPRING IN THEIR STEPS

CODE

GIVE THE CHARACTERS A NEW FOOTSTEP SOUND EFFECT.

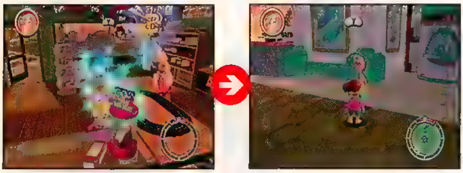
The classic Konami code returns! A particular Control Pad-and-button combination has found its way into several Konami games over the years. If you're a code-entry veteran, you probably have it memorized. At the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A. The turtles will exclaim "yeah" upon successful code entry. After you start the game, you'll hear a spring-like sound effect every time your character takes a step.

CODE	EFFECT
UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A	REPLACE THE STEP SOUND EFFECT WITH A SPRING SOUND

49 CARDS, ONE CARTOON

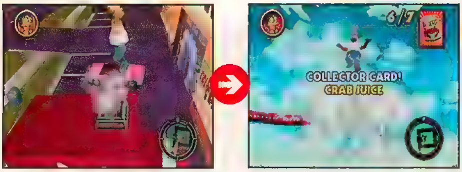
UNLOCK AN EXCLUSIVE CARTOON BY COLLECTING ALL BUZZ COLA CARDS.

There are seven Buzz Cola cards hidden in each of The Simpsons: Hit & Run's seven levels. By collecting all 49 cards, you'll unlock an Itchy & Scratchy cartoon. Use our guide to find 'em all.

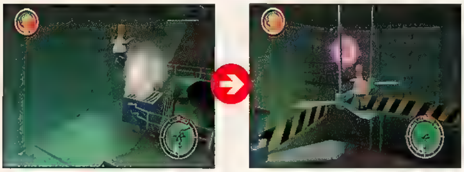


Once you collect every card, return to Level 3 and purchase the Itchy & Scratchy ticket at The Android's Dungeon. Then go to the Aztec Theatre and talk to the teenager. He'll show you the new cartoon.

LEVEL-1 CARDS	LOCATIONS
HOMEMADE FOOTBALL	The Simpsons' backyard; jump from the hose rack to collect the card in midair.
CRAB JUICE	Kwik-E-Mart roof; jump onto the steam vent to launch Homer up to the card.
INSANITY PEPPER	Chief Wiggum's backyard; find the card above a shed, down the block from the Simpsons' house.
SPINEMELTER 2000	The rich part of town; go to the end of the cul-de-sac near Mr. Burns's mansion and find the card behind the blue house's garage.
PARCHMENT	Stonecutters' Hidden Tunnel; the card is above the box on the Stonecutters' shrine. Hop onto the platforms to reach it.
INANIMATE CARBON ROD	Nuclear plant; in the room where the Blind Big Brother mission takes place, ride a steam jet to a high platform, then hop on ceiling fans to the card.
MR. SPARKLE BOX	Royal King Trailer Park; hop from a camper to the top of a trailer to collect the card.

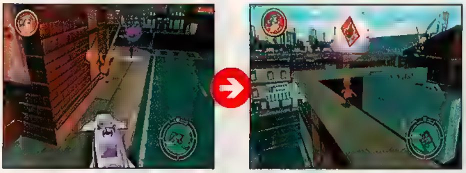


Let the Duff truck's steam vent carry you to the roof of the Kwik-E-Mart, then hop onto the roof's vent to fly up to the Crab Juice card.



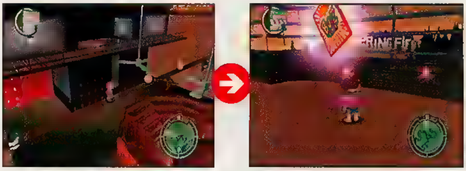
Use a steam vent and a rising platform to get to the top of the nuclear plant's largest room, then hop across ceiling fans to reach the Inanimate Carbon Rod card.

LEVEL-2 CARDS	LOCATIONS
HEAD OF JEBEDIAH	Town square; climb the Jebediah Springfield statue and leap from his head to the card.
AM RADIO TOY	Near Springfield Hospital; look for a yellow-green building across the street. Hop onto the vent and fly up to the card on the roof.
BONESTORM GAME	Legitimate Businessman's Social Club; climb the fire escape to a card on the roof.
BIG BUTT SKINNER	Car wash; the card is above the washing brushes. Jump from the tank to the motor, then onto the walkway.
MR. HONEYBUNNY	Trainyard; run along the roofs of a line of train cars to the card.
DRIVERS LICENSE	Near the Krusty balloon; as you walk from the balloon to the huge fire truck, turn left into an alley to find the card.
PREGNANCY TEST	Springfield Stadium; climb to the top of the fountain outside the stadium and ride the water jet to the card.



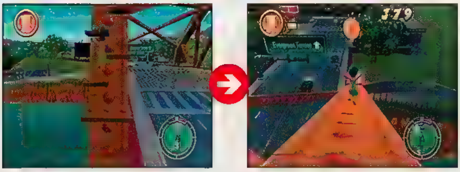
The Legitimate Businessman's Social Club is close to Moe's Tavern. Hop from your car to the lower rung of the building's fire escape, climb to the top of the stairs and grab the Bonestorm Game card.

LEVEL-3 CARDS	LOCATIONS
ANGEL SKELETON	The Android's Dungeon; use an air vent behind the store to rocket to the roof.
BART'S SOUL	Barney's Bowlarama; Jump from the Krusty Burger parking lot to the bowling alley's roof. Walk along a girder and leap for the card.
LISA LIONHEART	Lighthouse; take the elevator to the top of the lighthouse. Jump from the railing.
LISA'S VALENTINE	*C-Spanker*; climb the stairs on the *C-Spanker*'s main deck, drop to the bulkhead and follow it to the card.
LISA'S MACHINE	Krustylu Studios, Krusty's soundstage; jump to the balcony behind the audience seats, then drop to an outdoor balcony.
EVIL BRACES	Springfield Dam; follow the wood-plank path to the area under the floating card and let a geyser lift you into the air.
SOY POP	Kamp Krusty; drive off one ramp onto another, high above the camp, then get out of the car, jump over the railing and collect the card.



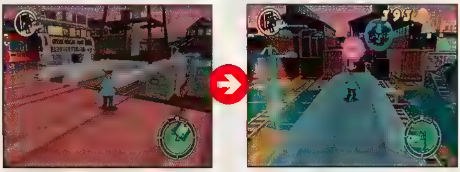
The Lisa's Machine card is at Krustylu Studios. Hop onto the ladder in Krusty's soundstage, jump to the lighting rig, then to the fan behind the seats and over to the balcony. Drop to an outdoor balcony to find the card.

LEVEL-4 CARDS	LOCATIONS
MR. PLOW JACKET	Lard Lad Donuts; use an air vent to get to the roof. Hop from the roof, toward the gas station, to the card in midair.
BURNS PORTRAIT	Mr. Burns's mansion; interact with Mr. Burns's bust in the library to reveal the card above the fireplace.
LOVE LETTER	The bridge between the power plant and Evergreen Terrace; climb one side of the bridge then walk across the top to the card.
"HOMER" BOWLING BALL	Drawbridge tower; climb to the top of the tower then ride a steam geyser to the card.
RED BLAZER	Apartment building near Mr. Burns's mansion; use the nearby gas station roof as a ramp to jump to the roof of the apartment building.
BOUDOIR ALBUM	The Simpsons' backyard; collect the card by climbing to the treehouse.
PEPPER SPRAY	Royal King Trailer Park; find the card on top of a trailer.



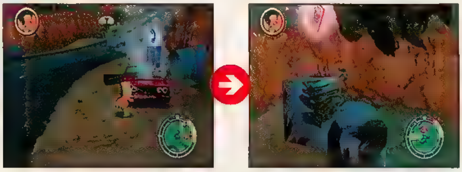
When climbing the bridge to retrieve the Love Letter card, start by hopping onto the railing, then leap onto the platforms that lead to the top. Walk across the girders to the card on the Evergreen Terrace side.

LEVEL-5 CARDS	LOCATIONS
APU'S T-SHIRT	Construction site; fly off the ramp into the building under construction. Get out of your car and hop on moving girders to the card.
PIN PALS SHIRT	Legitimate Businessman's Social Club; look for the card in the club's basement stairwell.
PROP 24 SIGN	Moe's; climb the Legitimate Businessman's Social Club's fire escape, then hop across a billboard, balconies and a rail to Moe's roof.
BABY FEEDER	Trainyard; jump onto the moving train, transfer to the pipe then hop onto a static car where you'll find the card.
GANESH COSTUME	Matlock Expressway; enter the freeway from the monorail station. Take the first right then fly off a ramp to the card.
CHUTNEY SQUISHEE	Near the police station; jump onto the fire truck in the Krusty Burger lot. Use steam geysers to climb the tall building. Look for the card in front of a billboard.
HOT DOG	Monorail; find the card in front of the train.



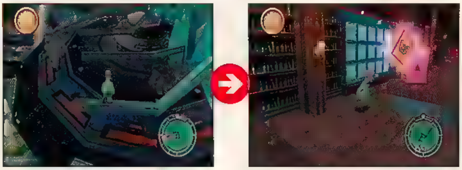
The Baby Feeder car is in the trainyard, on top of an out-of-the-way car. Ride the moving car to a series of pipes. Follow the pipes to the water tower, then jump to the right. You'll land on the card's car.

LEVEL-6 CARDS	LOCATIONS
RADIOACTIVE MAN #1	Near Wall E. Weasel's; the card floats above the road. Park a tall vehicle under the card and use the vehicle as a boost.
"BORT" LICENSE PLATE	Lance Murdoch's ramp; drive off the ramp to collect the card in midair.
BART T-SHIRT	Planet Hype; from the back of the building, jump onto the roof then onto the sign.
AUSTRALIA BOOT	*C-Spanker*; ride a crane platform from the boardwalk to the ship's bulkhead. Walk along the bulkhead and look for the card on a crate.
ITCHY & SCRATCHY CEL	Duff factory; jump from a large crate onto one of the Duff blimp's engines. Hop from the engine to the card.
GABBO DOLL	Road to the Observatory; after you pass the Springfield sign, look for a sewage pipe on the side of the road. The card is nearby.
BART'S FLYING HAMSTER SCIENCE PROJECT	Kamp Krusty; use a car to jump between the broken bridge sections above the camp.



On your way to the observatory from the port, stop at a large sewage pipe and telephone. Get out of the car and look for the Gabbo Doll card floating above a pair of large rocks.

LEVEL-7 CARDS	LOCATIONS
SOUL DOUGHNUT	The Flanders' backyard; find the card above the bomb shelter.
KRUSTY DOLL	The park near the Simpsons' house; find the card on top of the slide.
HUMAN COOKBOOK	School playground; jump from the playground bus to the card, above the slide.
TIME TRAVEL TOASTER	Lard Lad Donuts; use a steam vent to propel Homer to the top of the Lard Lad statue. The card is on the statue's shoulder.
HELL TOUPEE	Springfield Cemetery; drop to the water level of the small lake then hop on floating caskets to the card.
MONKEY'S PAW	The red barn's silo; climb hay bales to the barn's roof. Jump from the roof to the silo. Hop from the silo to the card.
"SMARCH" CALENDAR	Nuclear power plant; climb the wreckage outside the plant to Mr. Burns's office. You'll find the card above a trapdoor.



Climb to the top of the nuclear power plant's wreckage, above the flying saucer. Enter Mr. Burns's office, hop onto the trapdoor near the card then quickly hop again to the card.

TIGER WOODS PGA TOUR 2004 GCN

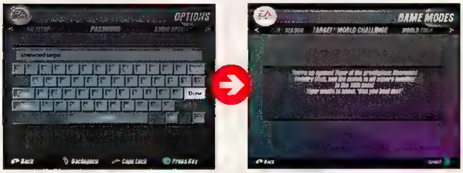
RIGHT ON TARGET

CODE

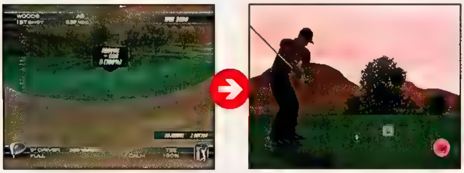
FACE TIGER IN A THREE-HOLE MATCH AT SHERWOOD COUNTRY CLUB.

Designed by Jack Nicklaus, the Sherwood Country Club golf course is one of the most exclusive in the world. By entering a code, you can unlock the course's last three holes for Match Play against Tiger Woods. Select the Password entry from the Options menu and key in the password as shown below to unlock the Target World Challenge under the Game Modes menu. You'll have to beat Tiger outright for the gold medal. If you force him to a playoff, you'll have a chance for silver or bronze.

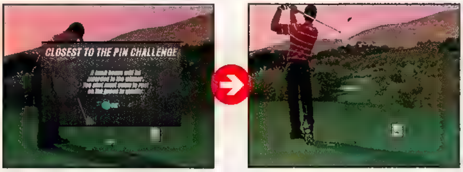
CODE	EFFECT
sherwood target	UNLOCK THE TARGET WORLD CHALLENGE



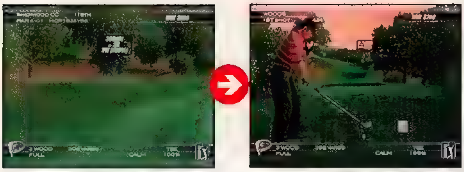
The code is two words, and all letters are lowercase. After you enter the first word and the space, the program will shift automatically to uppercase. Press the Shift key, then proceed with the second word in lowercase.



You'll have the best chance of beating Tiger if you use Sunday Tiger Woods as your character (enter the code 4REDSHIRTS). On the 16th tee, use Sunday Tiger's power to go over the natural break in the fairway.



The 17th hole is 22 feet lower than the tee. A 6-iron tee shot without any boosts, but with some backspin, will earn you extra cash for hitting the green and get you to within one-putt distance of the hole.



You'll have to lay up on your tee shot on the 18th. Aim just left of the tree and strike the ball with a boost-free 3 wood shot. You'll be in line to get the second shot close to the flag using a 7 iron.

STAR WARS ROGUE SQUADRON III: REBEL STRIKE GCN

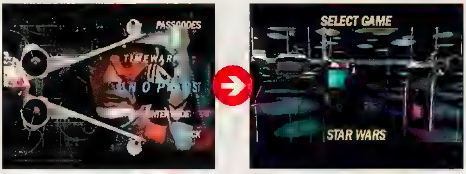
FEATURE FRENZY

CODES

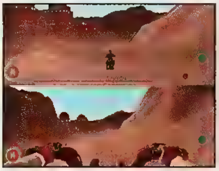
UNLOCK SPECIAL FEATURES WITH A PACK OF PASSCODES.

A new Rogue Squadron game means a new selection of feature-unlocking passcodes. You'll find the Passcodes entry in the Options menu. Key in any of the codes listed below to unlock the corresponding features. You'll need two passcodes to unlock some items. After you enter the first code, you'll hear confirmation from R2-D2 and the code will disappear. Enter the second code to complete the process.

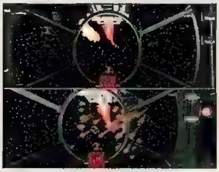
PASSCODE	UNLOCKED FEATURE
RTJPFC!G TIMEWARP	ARCADE WITH THE ORIGINAL *STAR WARS* GAME UNLOCKED
!H!F?HXS KOOLSTUF	ARCADE WITH THE ORIGINAL EMPIRE STRIKES BACK GAME UNLOCKED
THEDUDES	DOCUMENTARY
HARKHARK	MUSIC HALL
!KOOLART	ART GALLERY
LOOKMOM!	CREDITS
NOCOLOR?	BLACK & WHITE MODE
FRLL!CSF FARMBOY?	BEGGAR'S CANYON RACE
YFCEDFRH DSAGAIN?	DEATH STAR ESCAPE MISSION (CO-OP MODE BONUS MISSION)
RWALPIGC NOWAYOUT	THE ASTEROID FIELD (CO-OP MODE BONUS BONUS MISSION)
QZCRPTG! HANSRIDE	THE *MILLENNIUM FALCON*
MCKEMAKD ONESHOT!	TIE FIGHTER
VDX?WK!H ANOKSHIP	TIE ADVANCED X1



After using two passcodes to unlock the arcade, you'll enter a hangar that houses Imperial ships and a pair of classic arcade machines. The original *Star Wars* game and the Empire Strikes Back game unlock with separate password pairs.



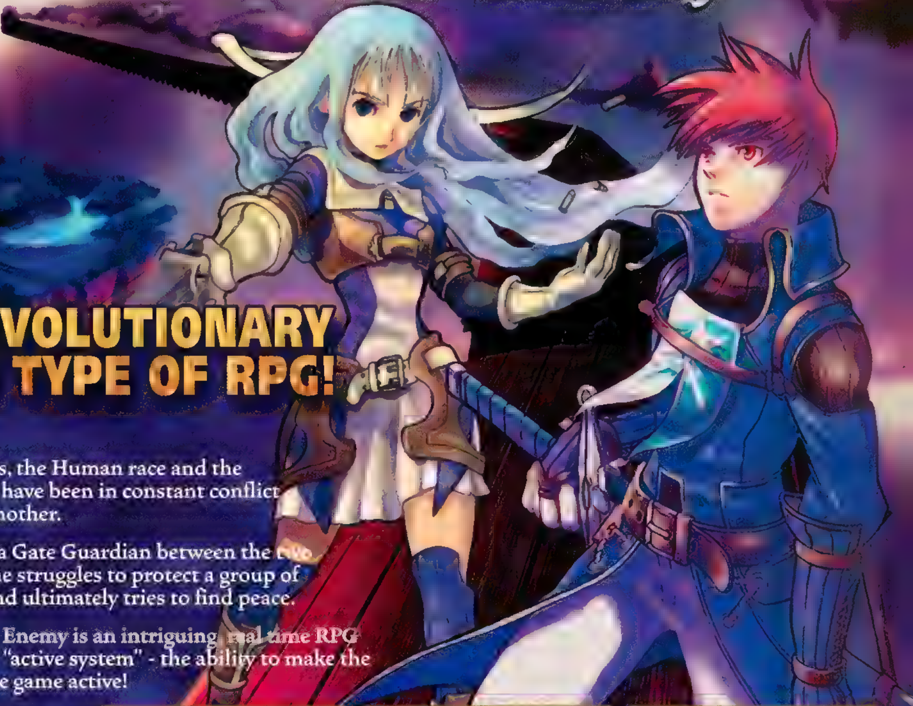
Look for the Beggar's Canyon Race under Versus mode's Special menu.



Death Star Escape is the first Co-op Mode bonus mission.

SEND YOUR CLASSIFIED INFO TO
CLASSIFIED@NINTENDO.COM
OR MAIL TIPS TO NINTENDO POWER CLASSIFIED INFORMATION
P.O. BOX 97033 REDMOND, WA 98073-9733

CIMA
The Enemy



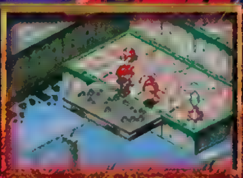
A REVOLUTIONARY NEW TYPE OF RPG!

For decades, the Human race and the CIMA race have been in constant conflict with one another.

Join Arc J., a Gate Guardian between the two worlds as he struggles to protect a group of pioneers and ultimately tries to find peace.

CIMA: The Enemy is an intriguing real time RPG with a new "active system" - the ability to make the NPCs in the game active!

gamespy
Best of E3 2003
Editor's Choice



New "Active System" - use the NPCs in the game to solve various puzzles and to affect the storyline of the game!

Just as long as you
Gate Guardian

An Intriguing and Compelling Storyline filled with Love, Hatred, Friendship, Revenge, Honor, Humor and Sadness!

An Innovative and Unique Battle System featuring both Action and Strategy Elements!

EVERYONE
E
Animated Blood
Violence
ESRB CONTENT RATING www.esrb.org

GAME BOY ADVANCE

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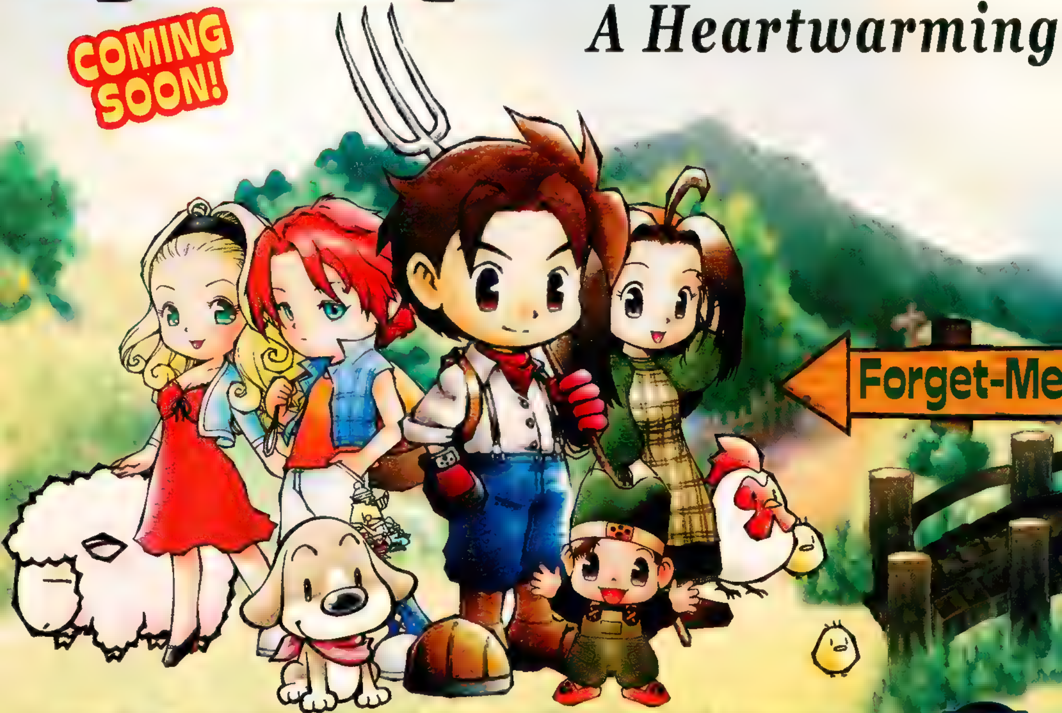
HARVEST MOON
A Wonderful Life

WELCOME TO THE WORLD OF

A Heartwarming

COMING SOON!



Experience a brand new Harvest Moon with new Characters!

Marry the woman of your dreams and raise a family!

A new system to raise animals and grow vegetables!

RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800-771-3772 for more ratings information.

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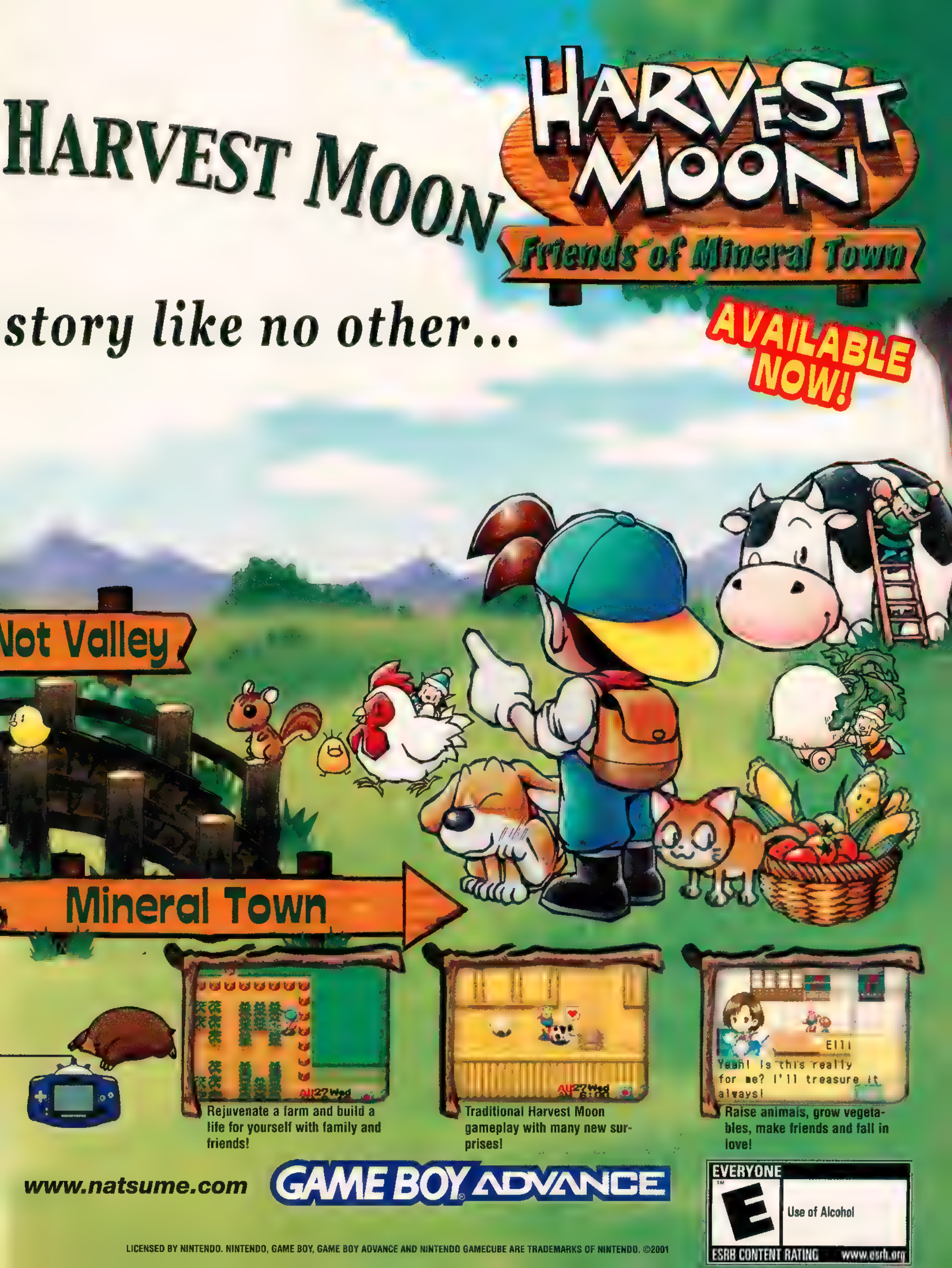
HARVEST MOON
Friends of Mineral Town
AVAILABLE NOW!
Not Valley
Mineral Town
Elli
Yeah! Is this really for me? I'll treasure it always!

HARVEST MOON

story like no other...

Rejuvenate a farm and build a life for yourself with family and friends!

Traditional Harvest Moon gameplay with many new surprises!

Raise animals, grow vegetables, make friends and fall in love!

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GAME BOY ADVANCE

EVERYONE
E
Use of Alcohol
ESRB CONTENT RATING www.esrb.org

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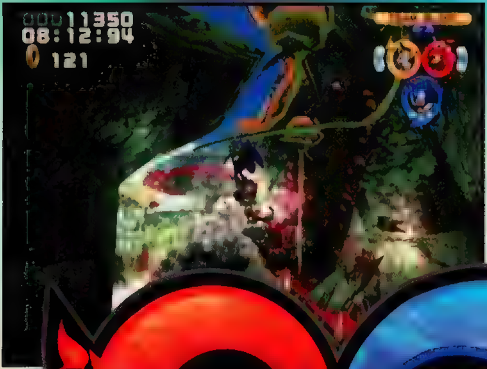
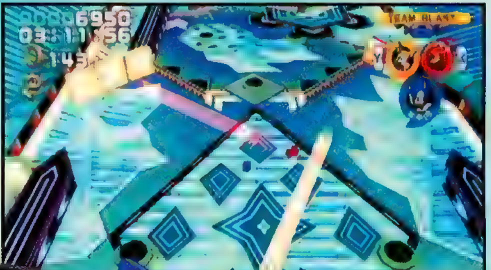
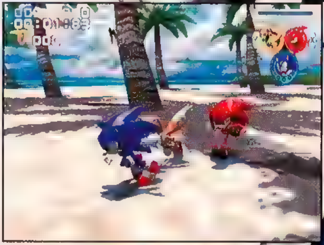


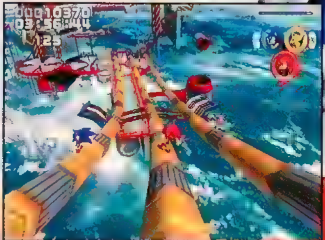


SONIC HEROES™

A LITTLE HELP FROM YOUR FRIENDS

Two heroes are better than one, and three heroes are better than two, which is why Sonic and pals form teams of three to defeat Dr. Eggman in the hedgehog's original adventure debuting exclusively on GCN. Utilizing Sega's newly developed game engine, the latest addition to the franchise is wildly innovative and classically chaotic.





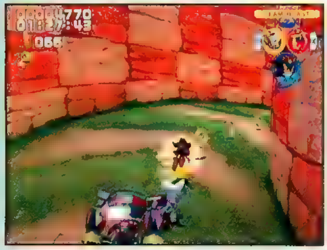
EVERYONE
E
CONTENT RATED BY ESRB
Mild Fantasy Violence

©2003 SONIC TEAM/SEGA.

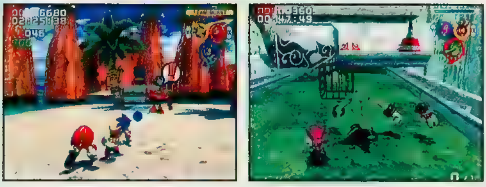
FOUR TEAMS, ONE GOAL

Sonic Heroes features four unique teams, each with its own storyline and colorful cast of characters. The teams may be as different as night and day, but they share the same objective: foil Dr. Eggman's sinister plot. The heroes have their work cut out for them, because Dr. Eggman is armed with an endless hoard of enemy robots.

Need for speed

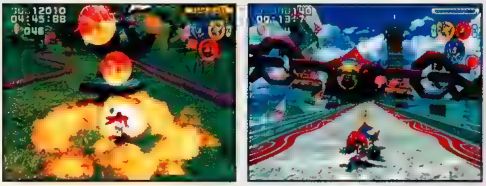


The traditional goals remain: collect every ring in sight and finish each level as blazingly fast as possible. The new three-man format doesn't hinder the breakneck pace that has become a staple of the Sonic series. As a matter of fact, Sonic Heroes may be the most frantic and frenzied of all the hedgehog romps.



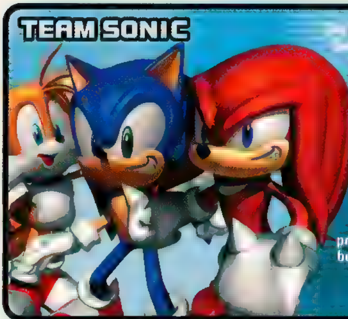
Collect power-ups by defeating enemies and breaking obstacles; a power-up's color determines which character will gain strength. Gather hidden keys on any level to gain access to special bonus stages.

Eggman's unrelenting army



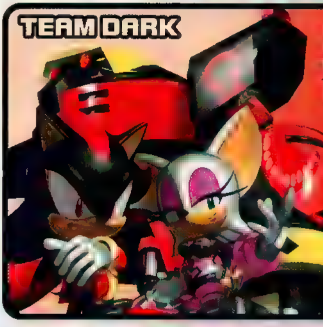
Many of Eggman's robots are stubborn—you'll have to take them down with a combination of attacks. Stun an enemy with a speed attack, leaving it vulnerable to a power attack. Use flying attacks to bring down hovering machines.

TEAM SONIC



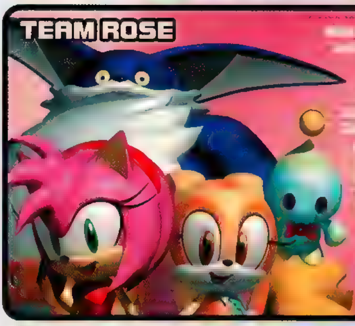
[illegible] the team of [illegible] Knuckles and [illegible] offers moderate difficulty, making it perfect for getting reacquainted with traditional Sonic gameplay. The enemies that Team Sonic will face are tough enough to provide a challenge, but far from unconquerable.

TEAM DARK



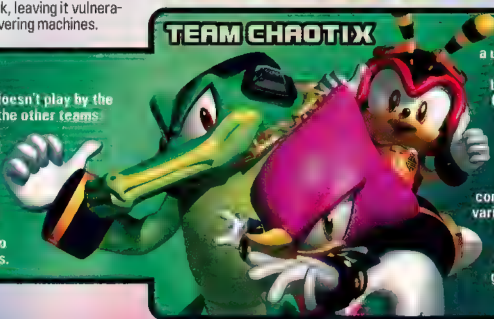
If you're ready for an immediate test, take control of Team Dark. Shadow, Rouge and Omega will be faced with longer levels, more enemies and stronger bosses. The vast stages allow for multiple routes to the finish line, providing Team Dark with lots of repla[illegible]

TEAM ROSE



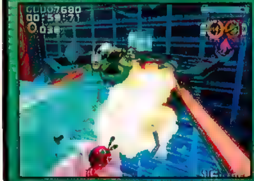
[illegible]

TEAM CHAOTIX



Team Chaotix is a unique crew. Espio can blend into backgrounds, and Charmy can open warp flowers—two traits exclusive to this team. In addition, Vector and his companions face a variety of challenges not available to other teams. For a change of pace, give Team Chaotix a spin.

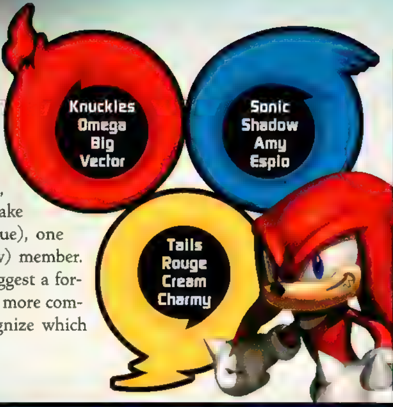
Chaos Rules

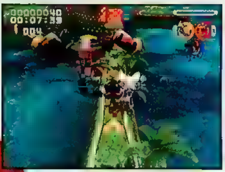


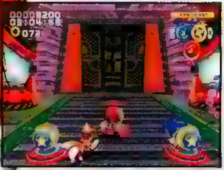
Team Chaotix doesn't play by the same rules as the other teams. Espio the Chameleon and his partners must accomplish specific tasks, such as collecting 10 hermit crabs, to complete levels.

THE POWER OF TEAMWORK

Like a well-trained football team, Sonic and his buddies can shift into a variety of strategic formations on the fly. When you press the X or Y Button, the squad will rotate and a new character will take the lead. Each team has one speed-type (blue), one power-type (red) and one flying-type (yellow) member. Color-coded signals throughout each level suggest a formation for the upcoming area. As you become more comfortable with the game, you'll learn to recognize which formations are best for particular situations.

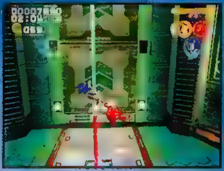






TRAVEL IN STYLE

Sonic's Light Dash and Whirlwind



[illegible]

[illegible]

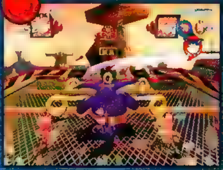
Homing Attack

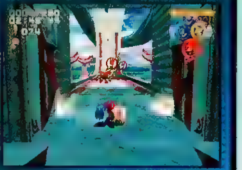
Sonic can lock on to springs, enemies and item boxes [illegible] ing attack. Press A to leap into the air, then press A [illegible] Keep pressing A to jump from target to target.

Spidey Sonic

Spider-Man's got nothing on Sonic. When faced with a narrow, bottomless hallway, press A midjump to cling to a wall, then press A again quickly to jump to the parallel wall. Keep going until you reach your destination.

Muscle Up

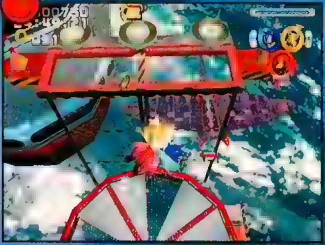




Whenever a power character takes the lead, the team will splay into a spread formation—perfect for gathering rings or hitting multiple boosts.

Hold the B Button to huddle your team together, creating a bundle of energy. Press B again to attack, and A to return to the spread formation.

Triangle Dive



When in the power formation, tap A midjump to perform the Triangle Dive. Your teammates will join hands and create a triangular umbrella that can be lifted into the air by large fans in the ground.

Up, Up and Away

In flying formation, the characters will stand on each other's shoulders, prepared to soar into the air. Press A once to get off the ground and again to gain elevation. Hold A until you want to return to the ground.

FORMATION ATTACKS

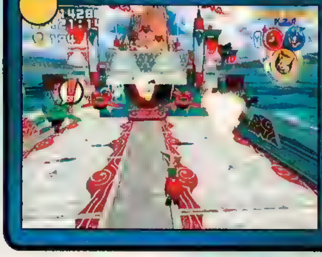
Speed Attacks

[illegible]

Power Attacks

Switch to power formation when you're surrounded by [illegible] enemies. While in midjump, press A continually to unleash [illegible] wicked combinations. In conjunction with power-ups, [illegible] are unstoppable.

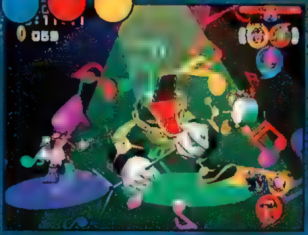
Flight Attacks



While hovering [illegible] air, press the B Button to execute the Thunder Shoot. It's ideal for knocking opponents to the ground. When powered up, the Thunder Shoot will destroy nearly all enemies.

COMBINATION ATTACKS

Team Blast

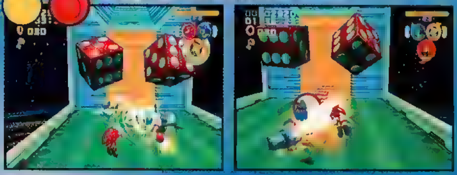


The Team Blast meter is in the upper-right corner of the screen. Charge it by collecting items, defeating enemies and gathering rings. Once the meter is full, press Z to clear the screen of enemies.

Speed and Power

Shielded [illegible] acter's whirl[illegible] power for[illegible]

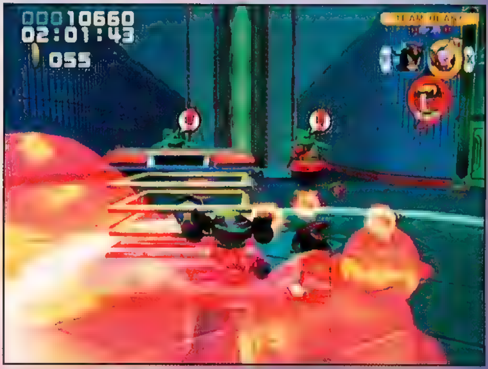
Flight and Power



[illegible] be reached from the ground. Switch [illegible] and use the Thunder Shoot to knock enemies to [illegible] the bad guys are stunned, use power attacks [illegible]

STRENGTH IN NUMBERS

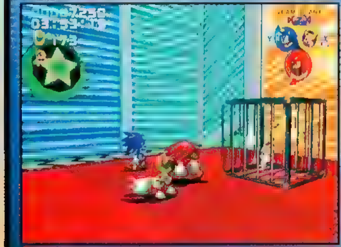
Powering up your team is essential to overcoming Dr. Eggman's army. Collect Power Cores to increase your characters' strength. Power Cores come in all three colors, and you'll earn them by defeating enemies or busting item boxes. Once a character is powered up, his or her attacks become nearly unstoppable. Without power-ups, speed and flight characters can only stun enemies.



BONUS STAGES

The [illegible] series is known for its plethora of fast-paced bonus levels. The objective, as always, is to scamper through the bonus stages in a limited amount of time, collecting as many items as possible. To gain access to a bonus stage, you must discover and snare a hidden key during [illegible]

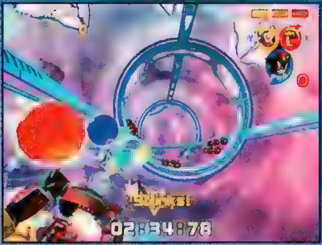
Keys to Success



[illegible]

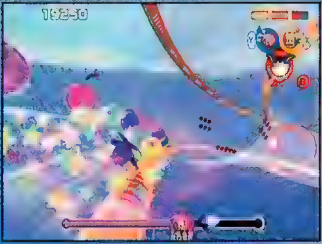
You'll have to do some exploring to discover keys. Don't be afraid to stray from the beaten path. If you possess a key when you finish the level, you'll be rewarded with a special stage.

Bonus Challenge



Zip through the level as quickly as possible, gobbling up as many items as the time limit allows. Use boost pads to cruise through the stage at furious speeds. At the end of the level, your items will be turned into extra lives.

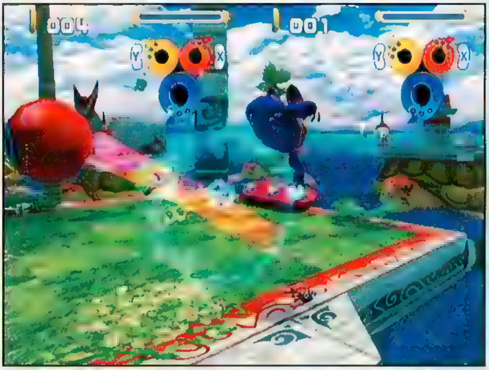
Emerald Challenge

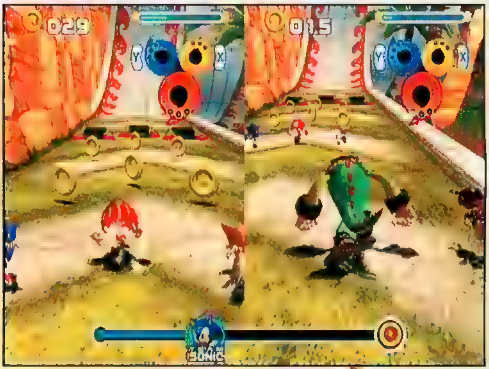


[illegible]

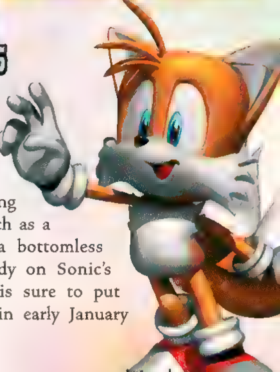
MULTIPLAYER MAYHEM

As you progress through single-player mode, you'll unlock wild and wacky multiplayer games. Attempt to force your opponent off the playing field in Team Battle, or speed through winding courses in Bobsled Race. There are seven multiplayer games in all, including a race to collect the most rings, and one to catch the Chaos Emerald.

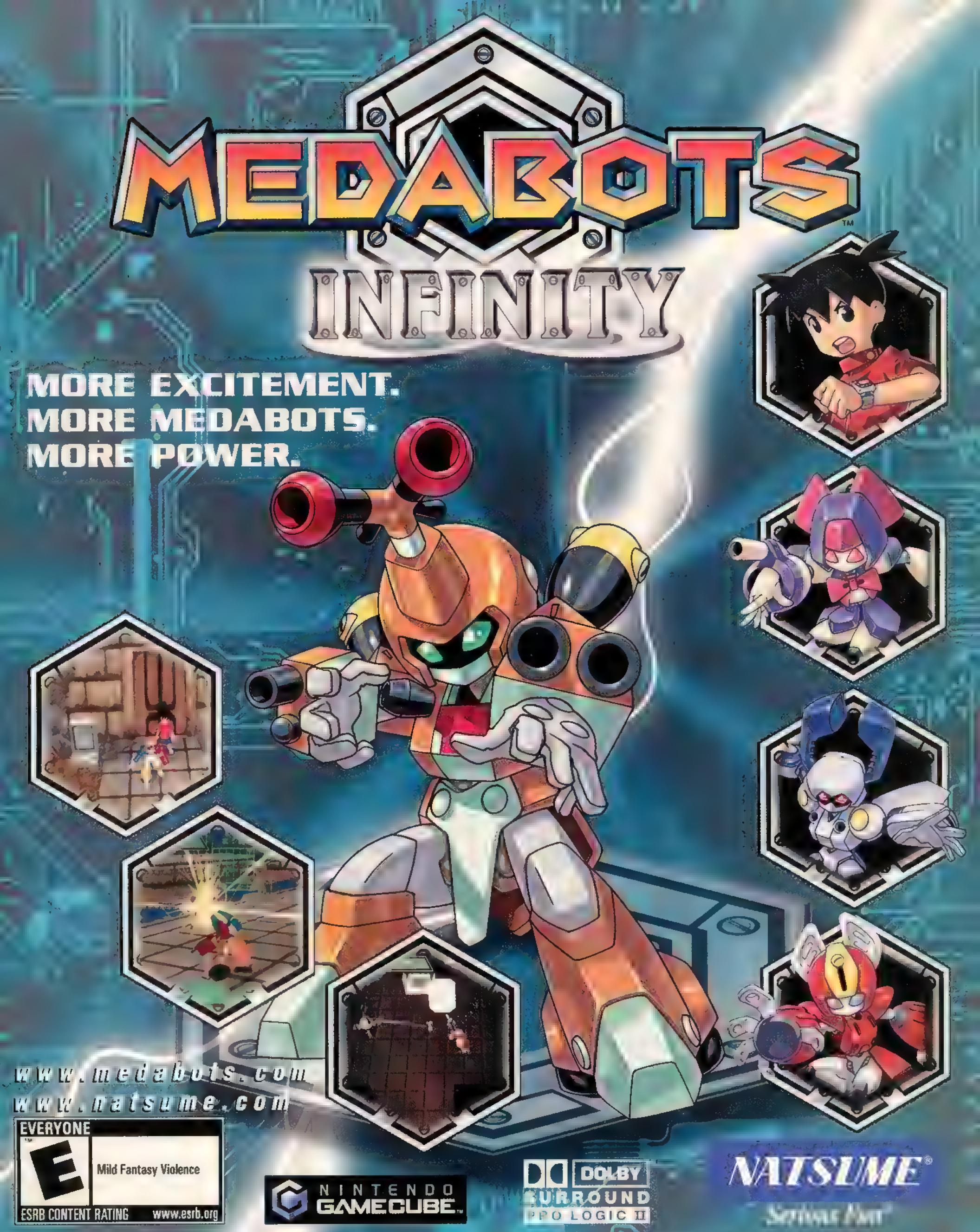




DOWN TO BUSINESS



Now that you're equipped with all the vital Sonic Heroes knowledge, it's time to get to work. Dr. Eggman will have you battling through elaborate locales, such as a sprawling metropolis and a bottomless canyon. If you aren't already on Sonic's bandwagon, Sonic Heroes is sure to put you there. The fun begins in early January only on GCN. 🍄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METROID®

ZERO MISSION

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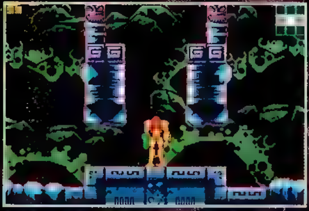
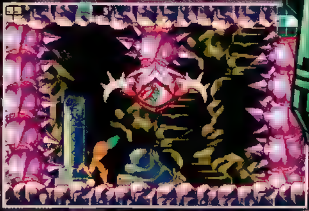
Nintendo goes back to the distant future to explore the full story of bounty hunter Samus Aran's battle against the Mother Brain and the Space Pirates of Zebes on the GBA.

ARAN'S ORIGINS

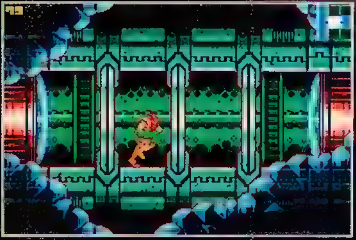
She's battled baddies on nearly every Nintendo system, cleaned house in the Super Smash Bros. series and recently blasted off for heroic adventures on the GCN (Metroid Prime) and the GBA (Metroid Fusion). This February, Samus Aran will return to her roots and relive the story that started it all—revealing, for the first time, full details of her meeting with the Metroids. The plotline will be familiar to longtime fans of the Metroid series, but the challenges are new, the power-ups are plentiful (taken from several games in the series) and the graphics and sound are supercharged. Plus, if you thought that the original Metroid had a surprise ending, wait until you get past the Mother Brain in Metroid: Zero Mission. A new twist provides a deeper adventure than ever before.

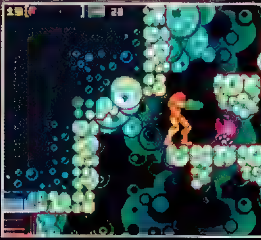


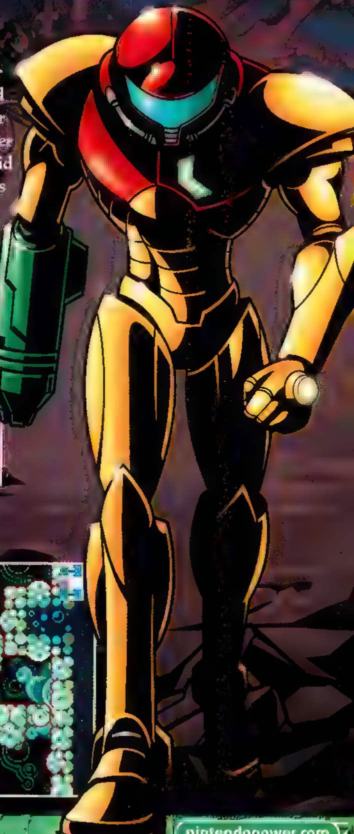
Ready to take on the world, Samus Aran arrives on Zebes in an adventure that greatly expands on the legendary NES Metroid title.



The battle heats up in a hurry. A few minutes into the game, you'll be taking on awesome creatures for huge rewards.

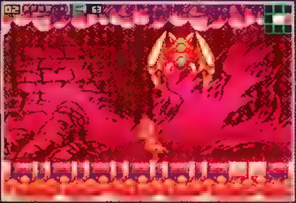


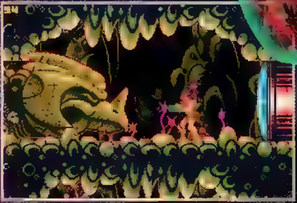




SPACE ODDITIES

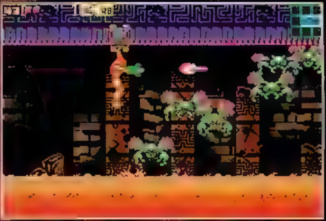
Sent to Zebes to investigate rumors of a deadly alien species, Samus meets her match in the form of the mysterious Metroids—energy-sapping creatures that emerge from an oversized cerebrum beneath the planet's surface. Samus isn't the only traveler searching for the Metroids. A band of Space Pirates has touched down to extract the curious creatures and use them as weapons. Samus must thwart the pirates, but they are wily and will prove to be more trouble than Samus expects.



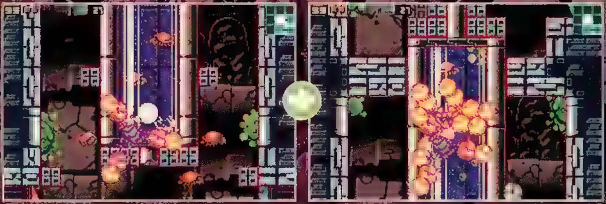


DANGEROUS DEEP

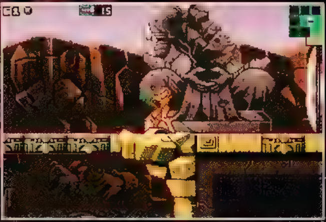
Long shafts plunge from a region on the surface of Zebes, called Crateria to the bubbling lava and poisonous plantlife of Brinstar, Norfair, Tourian and the dark lairs of Kraid and Ridley. Natural caverns, alien-made tunnels and the dwellings of ancient civilizations are home to the planet's myriad lethal life-forms. Exploring the rubble and fighting the rabble beneath the surface would be an impossible task for most adventurers, but Samus is a resourceful and well-equipped astronaut who can adapt to her surroundings. As you guide her, you'll squeeze into tight passages, use tracks along tunnel ceilings to travel over gaps and rocket toward the surface by rigging apparatus left by long-gone Zebesians.



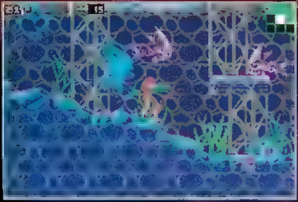
Rollers ride tracks along the ceilings of some tunnels, giving you passage over the lava.



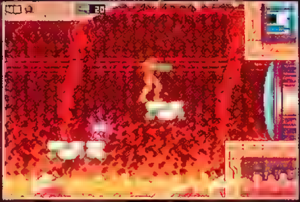
Launching devices in the dingy depths of Zebes offer a way for you to blast off for higher ground and break through otherwise-impenetrable barriers.



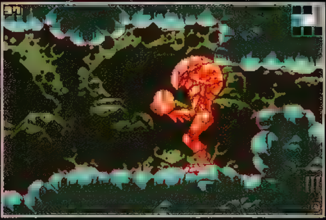
The Chozo Ruins of Crateria show signs of an ancient civilization on Zebes.



A flooded section just below the surface provides a mobility challenge for the suited-up bounty hunter.



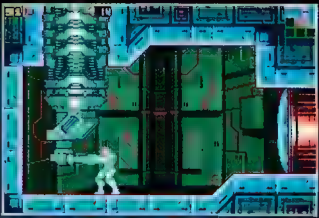
The air is thick and the heat is unbearable in some parts of Norfair. You'll need the Varia suit to survive.



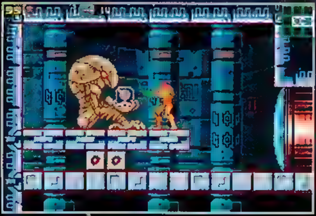
Chozo statues unlock the planet's secrets, revealing the locations of hidden items.

SEARCH PARTY

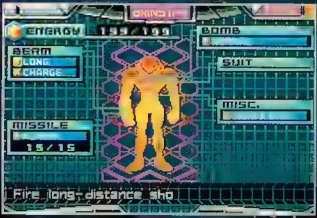
In the long-standing Metroid tradition, Zero Mission is a scavenger hunt for dozens of items—missiles, energy tanks and tools—that give you the ability to explore wider and deeper. Every time you uncover a device, you'll remember former dead ends that you can finally overcome. The endless chain of breakthroughs and discoveries causes the world to continue to grow and form. You'll be at an impasse with nowhere to go and no new paths to explore, until you discover that you can blast through a weak section of the floor, fall through fake lava or catapult into a small tunnel above the ceiling. Then, you'll be off and running again, ready to take on a new group of enemies and forge a path to your goal.



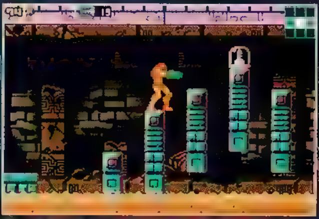
By tapping into map rooms, you can download layouts of the main routes through Zebes.



Much of the adventure is a search for items that give you the ability to go deeper into the planet's tunnels.



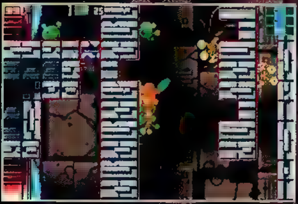
Equipping items you find, such as the Long Beam, makes you a more powerful bounty hunter.



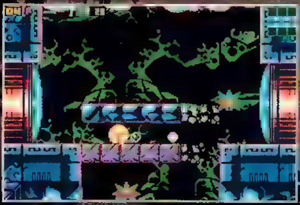
Missiles give you advanced firepower, and tanks increase the bounty hunter's capacity to carry the devices.

POWER POTENTIAL

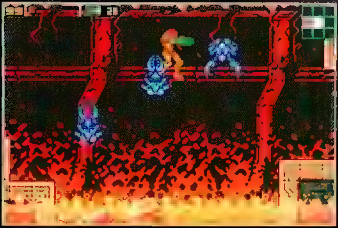
Samus Aran's Power Suit gives her more strength as you fit it with new devices. She's a lethal bounty hunter at the beginning of the adventure, but she'll be an unstoppable armed and armored force by the time you set foot into the Mother Brain's hideout—thanks to a tremendous arsenal of cool gizmos, many of which were not part of the original Metroid game.



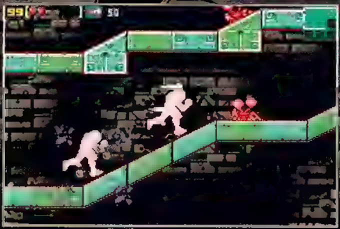
The new Power Grip suit attachment allows you to hold on to ledges.



The adventurer makes good use of bombs, breaking through many of Zebes's barriers.



The Ice Beam freezes enemies in their tracks, rendering them harmless.

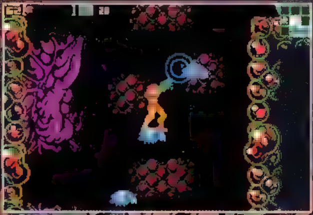


With the Speed Booster, you can plow through creatures and some walls.

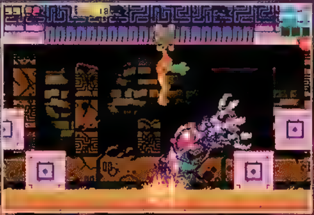
BEASTS BELOW

The Metroids are only one of many menacing species that lurk below the surface. The Zebesian underground overflows with creatures that aim to keep you from invading their turf. Flying, fluttering, prowling and pouncing—the beasts will not wither quietly into the cracks. Metroid classics Kraid and Ridley hold forth in dark corners, towering over the comparatively small bounty hunter and challenging you to one-sided brawls. The planet holds plenty of new threats, too, such as the lava-dwelling serpent that acts as the first line of defense in Kraid's lair and the armored larvae that lurk in the deepest sections of Norfair. The Space Pirates are no pushovers either and you won't always have the Power Suit to protect you.

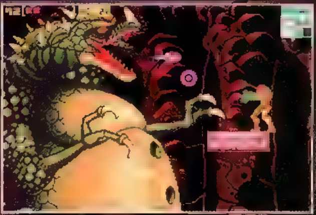
Every type of enemy provides a different challenge.



Some enemies are unbeatable, but they make good platforms when frozen.



A miniboss in Kraid's lair lunges from the lava and strikes swiftly.



The lizard Kraid is a massive presence that will not go down easily.

SOUND AND FURY

Although Metroid: Zero Mission's story is rooted in an NES classic, the game's graphics and sounds are pure GBA. If you're playing with a Game Boy Player on your GCN, the starscape background blends perfectly with the sci-fi setting. Beautiful backgrounds, intricately detailed characters and sharp cinema scenes are a wonder to behold. The music is dark and creepy, too—great to listen to with stereo headphones. The reimagining of a classic does the original proud with phenomenal gameplay, intuitive control, stunning animation and an overall presentation that keeps you glued to your GBA.

COUNTDOWN TO ZERO

February marks the start of Samus Aran's new adventure—a nonstop action masterpiece that puts a new light on the heroine's first visit to Zebes. It recalls the past and moves into the future with one giant leap. Start your thumb exercises—you'll need to be strong to survive the fast and free-flowing adventure.

1080°® AVALANCHE

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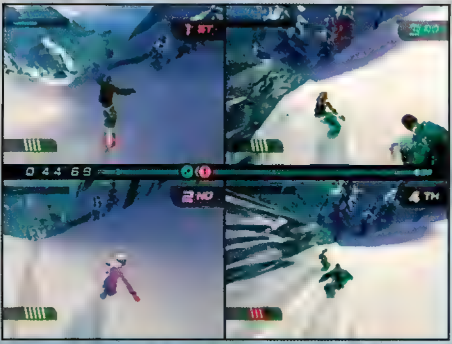
EVERYONE
E
CONTENT RATED BY ESRB
Mild Lyrics

COLD COMFORT

Boarders don't bounce. They stick the landing or they make a crater. In Nintendo's 1080°: Avalanche for GCN, you'll gain speed on a graceful landing or get covered in snow if you spill—experiencing the thrills, danger and speed of the ultimate winter sport. It looks real. It feels real. And it's tons of fun. Strap on your stick, and slide. The mountain calls.

BOARD GAMES

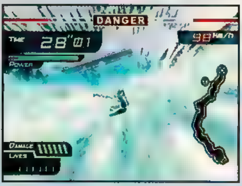
The single-player game is a sensation, but the only way to spray powder in your friends' faces is to match their moves in multiplayer challenges. Up to four boarders can race on six courses in split-screen and LAN modes.


1ST
0 44 69
2ND
4TH

CHILLING EXTRAS

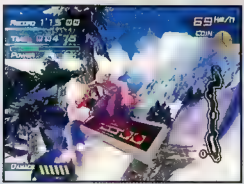
As you experience 1080°: Avalanche, you'll discover new routes through the game's 15 racing runs, unlockable outfits for the five selectable sliders, a total of 20 standard boards and a handful of novelty boards that really rip.

Go with the Flow


DANGER
TIME 28"01
98 km/h
POWER
DAMAGE
LIVES

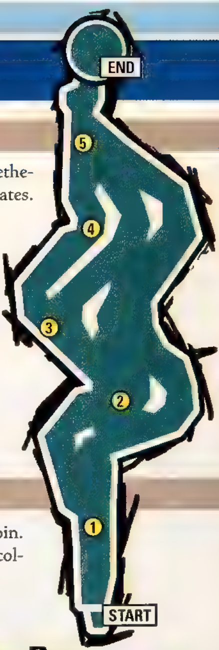
At the end of a group of challenges in Match Race mode, you'll take on an avalanche in a just-you-and-the-mountain challenge.

Hitch a Ride


RECORD 1'15"00
69 km/h
COIN
POWER
DAMAGE

By showing your stuff in Gate Challenge and Time Trial modes, you can unlock a cool collection of boards—both standard and strange.

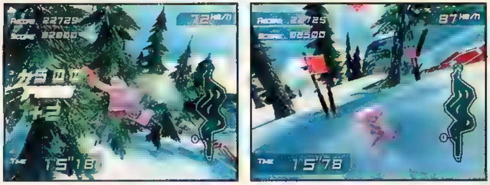
SKI SCHOOL



GATE CHALLENGE

Compared to the rest of the game's runs, Ski School is a bunny slope, but it offers some tricky sections nonetheless. Press Up on the Control Pad at the word "Go" for a boost start, then tuck and head for the first pair of gates. Once you're clear of the second gate, come out of the tuck and prepare for some tight turns.

Sweet Air and a Soft Landing

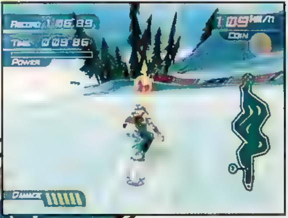


Immediately after the fifth gate, you'll fly off a snowbank and get your first breath of big air. If you're reckless, there's a good chance that you'll land off balance or spill when you come back down to earth. To ensure a safe, speed-building landing, press and hold the L Button just before your board touches the snow.

TIME TRIAL

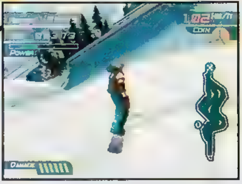
You'll need to collect five coin pieces (marked on the map) in one smooth run to complete a coin. Don't worry about breaking time records. The slower you go, the better chance you have of collecting every piece.

① Quick Coin



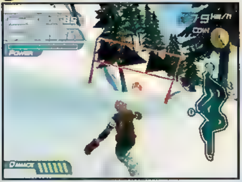
The first coin fragment is a straight shot from the start. If you don't see it by the time you pass the snowblowers, your boarder may be obscuring your view. Use the C Stick to pull the camera back and look for the fragment in the center of the screen.

② Quarterpipe Grab



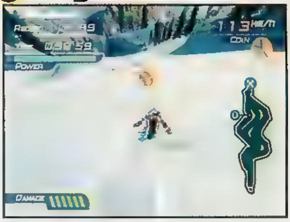
The second fragment is easy to see—on top of a quarterpipe on the main path. Your first inclination might be to railslide the lip of the quarter, but it's easier to close in on the coin from the bottom of the slope and ride straight up to it.

③ Out of Bounds



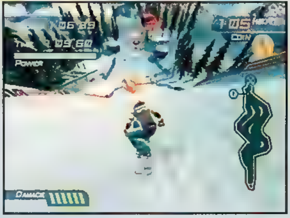
After you collect the second piece, stay on the left side and watch for a sign that points to the right. The third piece is immediately after it. Slide under the sign, collect the coin piece and continue along the left-side path.

④ Ridge Run



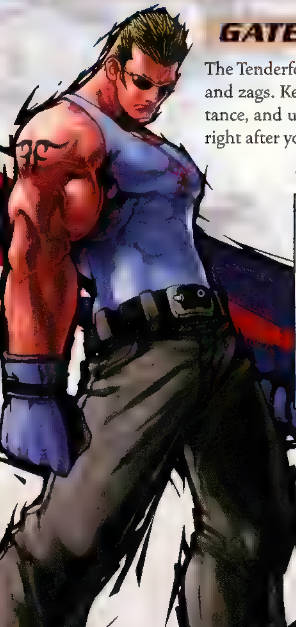
As you fly down the course's left side, you'll reach a tall manicured ramp. Jump off the center of the ramp and look for the coin piece on the other side of the next ridge.

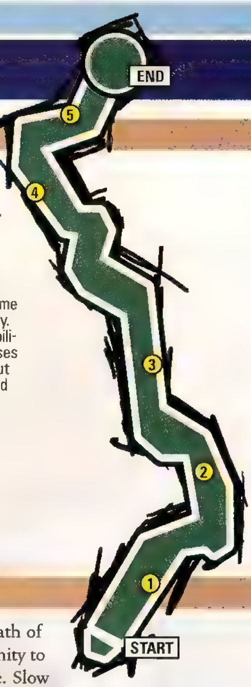
⑤ Piece Out



You'll complete your first coin by collecting the fifth fragment as you close in on the finish line. Grab it and zip to the finish.

TENDERFOOT PASS





GATE CHALLENGE

The Tenderfoot Pass course is narrow, but the gate layout offers a lot of zigs and zags. Keep an eye on the yellow arrows that mark the gates in the distance, and use their locations to anticipate whether you'll be banking left or right after you clear the closest gate.

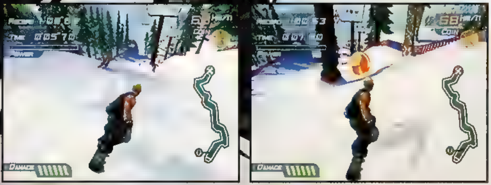
Tuck and Run

You can improve your course time by tucking at every opportunity. The tuck cuts down on your ability to turn tightly, but it increases your speed. Take quick turns out of the tuck, then press and hold the L Button to tuck again as soon as you're set up for a straight path to the next gate.

TIME TRIAL

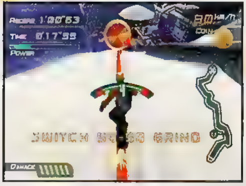
You'll see every coin fragment on a run through the main path of the Tenderfoot Pass track, but you may not have the opportunity to collect them unless you know their locations ahead of time. Slow down, follow the map and take every coin piece as it comes.

① Slow Going in the Snow



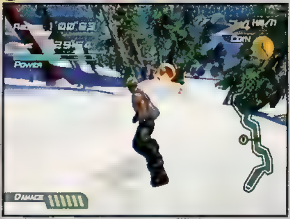
The first fragment is between a pole and thick powder. If you're shooting for record time, go around the left side of the bank and collect the coin piece after a sharp right turn. If you don't care about time, slide right through the powder and let it slow down your ride.

② Grinding Find



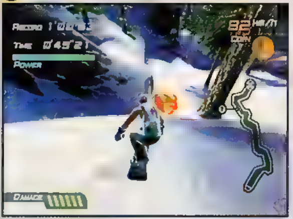
You can't miss the second fragment. It's above the course's rail. The easiest way to get it is to rail-slide. If you miss a ride on the rail, slide alongside it and jump to collect the fragment.

③ Right Side Slide



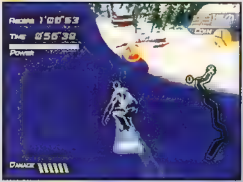
After you pass the snow-covered shacks near the course's midpoint, turn sharply to the right side of the next post, then straighten out and look for the next coin fragment on top of a well-marked ramp.

④ Rock Run



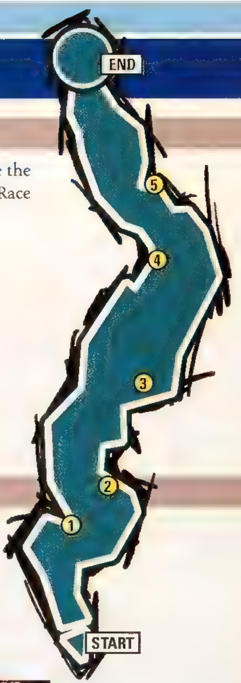
There's a long stretch between the third and fourth coin fragments. As you make your way down the slope, favor the left side, next to the sheer rock wall. You'll find the coin piece between the wall and a tree.

⑤ Final Jump



As you near the end of the course, you'll find the last coin piece on the left side. Gear up for a leap off the last short cliff and grab the shiny item immediately before you go airborne.

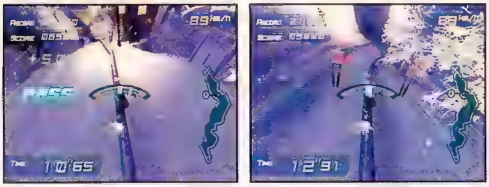
FROSTY SHADOWS



GATE CHALLENGE

The Gate Challenge route through the Frosty Shadows course veers onto a side path to the right before the first checkpoint, and one to the left before the second checkpoint. Memorize the route for your Match Race assault on the course to fly by the competition.

Ride the Rail

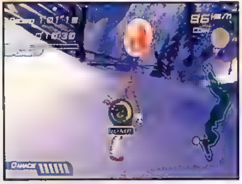


After you leap off a balcony, you'll approach a long, curving rail. Hook onto it from the start and ride it through four gates. Watch the balance meter carefully and adjust the Control Stick to keep the marker in the middle. A successful slide will ensure a speedy run through the course's middle section.

TIME TRIAL

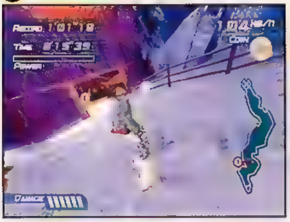
The coin-fragment locations for the first two courses are obvious, but the fragments on the Frosty Shadows course are a little hard to find. You'll go off the beaten path several times in your quest for a complete coin. Study the map, read the clues and make a run for the gold.

① Over Boards



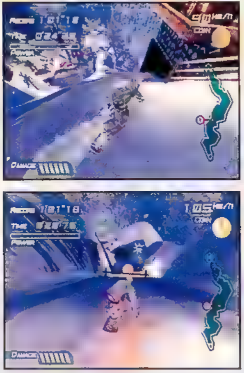
As you come around the first bend, you'll see a coin piece floating over a log fence. Leap over the fence and collect the object while in the air, then ride along the left side of the fence and prepare to cut to the right.

② Barn Boon



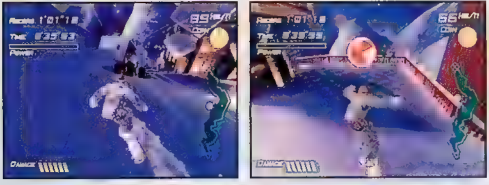
The second fragment is in the barn on the right side of the course. Weave around the snow-covered haystacks and speed through the building's wide opening.

③ Short Hop



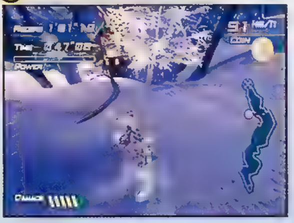
As you close in on the tall structure near the course's midpoint, you'll see a small bump that leans against the building's left side. Jump off the bump and steer yourself to the top of a short ledge that leads to a barrier-laden side route. You'll find the third fragment among the breakable blockades.

④ Crash through Cans



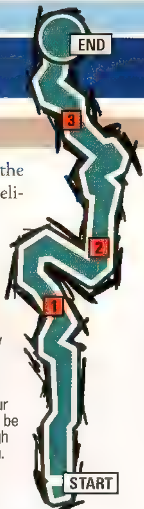
After you pass under the bridge and through a shower of snow, veer left into a side street that is blocked by garbage cans. The path leads to a balcony where you'll discover the fourth spinning coin segment.

⑤ Skirt the Slide



When you reach the start of the course's long rail, veer to the right, into the trees, to find the last coin piece between them. After you collect it, you'll have a straight shot to the end of the course.

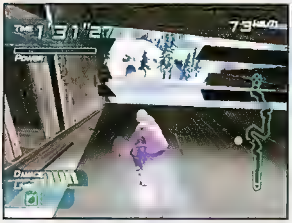
SPINAL DAMAGE



CHALLENGE MATCH

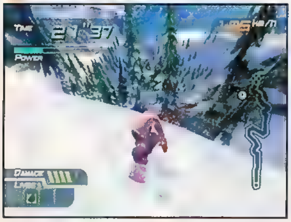
The Spinal Damage course is the site of the first Challenge Match and avalanche. You'll reach the run after you clear the first three courses in Match Race mode's Novice grouping. You'll have just over two minutes to make it from the helicopter to the road. Stick your landings and tuck on straight sections to eke out a win.

1 Slide on the Left Side



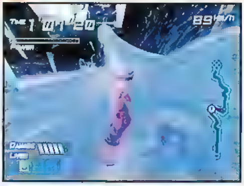
As the avalanche hits, the path funnels you into a barn. If you ride through the right side of the barn, you'll slip on ice and crash into a barrier. Hug the left wall to avoid any time-wasting obstacles.

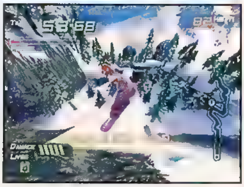
3 Log Ride



After you crash a security gate (with approximately 30 seconds remaining), slide to the path's left side, and look for a log to grind. It will lead you over the main path and give you a straight shot past a dogleg.

2 Take the High Road



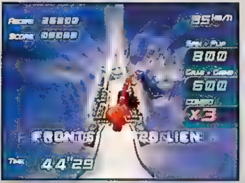


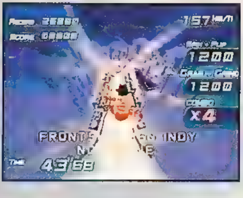
Toward the end of the ice cave, you'll reach a natural ramp that leads to a narrow but relatively straight path. The route runs above the rest of the course. If you time your jumps perfectly, you'll be able to stay on the high road for a long stretch.

TRICK ATTACK

Trick Attack mode takes you to three incredible courses where you'll really be able to put on a fantastic air show and rack up the points. The trick to breaking course records is to keep the judges on the edges of their seats by stringing together moves and varying the maneuvers.

Big Tricks Earn Big Points





All three Trick Attack courses give you a chance to spend several seconds off the ground. If you leap when the jump meter is at its peak, the game will switch into slow motion, giving you more time in the air. When your character flashes, you'll be able to score a combo multiplier if you pull off a quick grab.

WINTER RULES

1080°: Avalanche captures the rush of cutting, curling, switching and sliding down steep and unstable runs. Once you've explored the Novice routes and unlocked some boards, take on the backside-of-the-mountain challenges of the more intense tracks.

REVENGE IS A DISH BEST SERVED AGAIN

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All new fighting techniques and weapons such as the dash punch and nunchucks!

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TEEN
T
CONTENT RATED BY ESRB

GAME BOY ADVANCE

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There comes a time in the history of a nation when its people must take up arms against an aggressor… now is that time!

TEEN
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Violence
CONTENT RATED BY ESRB

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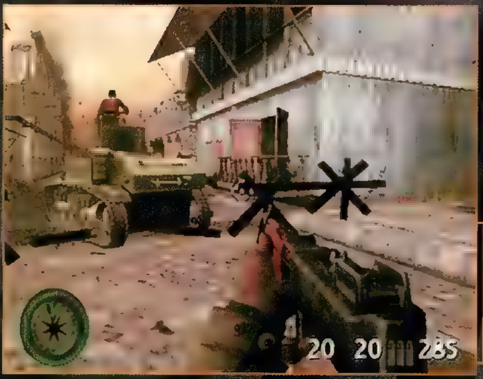
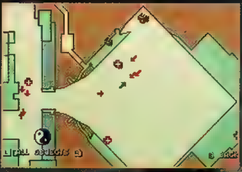
MEDAL OF HONOR™ RISING SUN



ONCE MORE INTO THE BREACH

Not one, but two new EA Medal of Honor games have arrived. Medal of Honor: Rising Sun is a GCN first-person shooter that takes place in the Pacific Theatre of WWII. Medal of Honor: Infiltrator is a GBA title that takes place in Africa. If you connect the two games, your GBA will turn into a map for MOH: RS so you can see all upgrades and enemies.



The Art of War

There are a few tips that you'll want to keep in mind while slogging through the jungle. In addition to finding health packs and using your buddies for cover, keep an eye out for save points. Also, you may shoot an enemy multiple times without felling him—try shifting a tiny bit to the left or right to rectify the problem.

Tools of the Trade

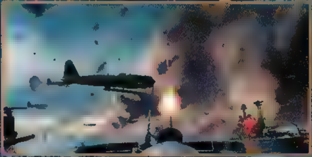
You can find health and ammo pickups on the ground. Get as much ammo as you can, but be careful with the health packs. You use health as soon as you touch it, so it's better to leave a health pack and come back for it when you're severely injured, as opposed to wasting it on a small wound.

I'm Invincible!

Your Allied buddies are tough cookies—in fact, most of them are invincible. You can often hide behind computer-controlled foot soldiers or vehicles to prevent yourself from being injured. The trick doesn't work in all situations and sometimes it's better to be out in front, but keep it in mind for tough areas.

DAY OF INFAMY

December seventh, nineteen hundred and forty-one: Europe and Asia are engaged in a terrible conflict, but so far the United States has chosen to stay out of the fray. This fateful Sunday morning is about to change everything. When the Japanese air force launches a surprise attack on America's largest naval base, a young marine named Joseph Griffin must rise to the occasion.



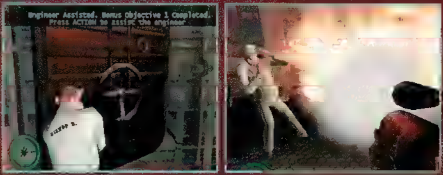
Main Objectives

- Get Topside
- Extinguish Fires
- Defend the *USS California*

Bonus Objectives

- Assist the Engineer
- Save the Crewman

Accomplishing Objectives

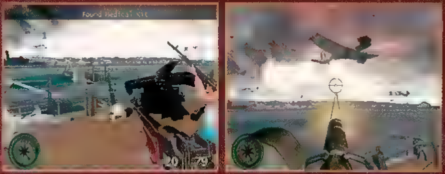

Engineer Assisted. Bonus Objective 1 Completed.
Press ACTION to assist the engineer

Missions are composed of main objectives (which must be accomplished) and bonus objectives (which are optional but give you extra points.) In the first level, for example, you must help an engineer shut a door and then extinguish a fire and save a crewman.

Extinguish Fires

Fires will erupt all over the ship, so you'll have to quash them with your trusty fire extinguisher. Get close to the flames (but not too close) and press the R Button to douse them. To complete the second bonus objective, spray the flames in a doorway when you hear a man yell for help.

Defend the *USS California*



Once topside, run to the mounted machine gun and start firing. Keep the gun centered, and fire at incoming planes and torpedoes in the water. On Easy and Normal modes, you can ignore the torpedoes entirely and concentrate on the fighters.

PEARL HARBOR

Once you save the *USS California*, you'll be thrown overboard and picked up by a passing gunboat. Man the main gun and start firing at incoming enemy aircraft. You can control the gun turret by pressing on the C Stick and firing with the R Button. In the middle of the battle, you will lose power to your guns—it's part of the mission and cannot be avoided.

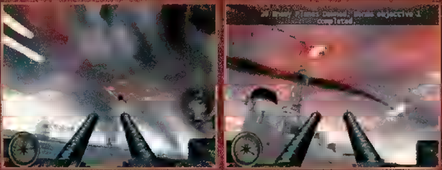
Main Objectives

- Defend Battleship Row
- Escort the *USS Nevada*

Bonus Objective

- Shoot Down [illegible] Planes

Guns Ablaze



Keep your guns firing at all times. Try to shoot the incoming planes while they're clustered and don't go after lone fighters. Once a plane is on fire, it counts as a hit—you don't need to destroy it completely.

FALL OF THE PHILIPPINES

The Philippine Islands represented one of the worst defeats of the war for the Allies. Although they later returned and reclaimed the country, their initial retreat was a hasty, dangerous affair—and you're right in the thick of the action! Run through bombed-out towns and deserted baseball stadiums as you try to locate your missing brother and destroy a vital bridge.

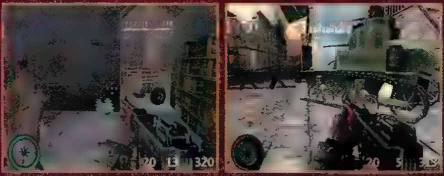
Main Objectives

- Find Your Brother
- Repair the Tank
- Locate the Lost Explosives Truck
- Disable the Radio Command Post
- Signal the Demolition Soldiers
- Deliver the Explosives Truck

Bonus Objectives

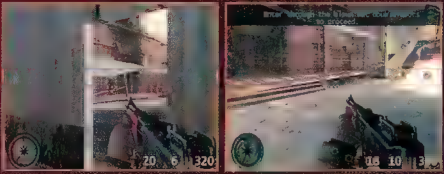
- Find Commander Shima's Photograph
- Find the Golden Buddha

Repair the Tank



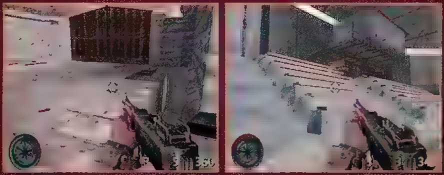
Grab a cogwheel from the room to the right of the tank, then go fix the armored beast. Follow it as it moves through the streets, keeping an eye out for enemies with pole mines.

Tanks a Lot



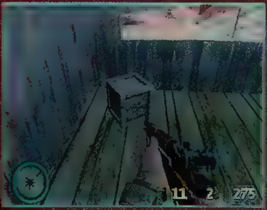
Follow the tank until it stops, then backtrack. When you reach a school, a plane will appear and blow the doors open. Enter the school and save your game behind the stairs.

Disable the Radio Command Post



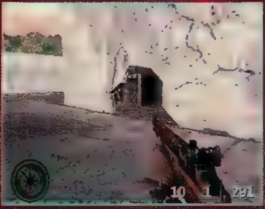
The command post is inside an abandoned baseball field. Use the sewers to reach the diamond, then go up the stairs and take out enemies inside two press boxes. Use the mounted machine guns there to clear the field of soldiers.

Find the Photo



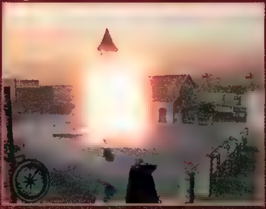
After you secure the command center, shoot the small box in the corner to find Commander Shima's photo. You may need to run over the photo a couple of times before you can pick it up.

Find the Buddha



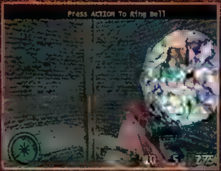
When you leave the field, follow the road until you see a hotel (a large, white building with a decorative design). Turn left before entering the hotel gates and look for a hole in the wall. Enter it and break all the boxes to find the Buddha.

Up on the Roof



Go to the hotel roof and man the mounted machine gun, then shoot all the enemy soldiers. When a tank comes into view, shoot it as well. After it explodes, go downstairs and through the iron gates to the courtyard.

Signal the Soldiers



Ring the church bell to signal the soldiers, then save your game. When you're done, hop in the truck and protect it as it drives—shooting the barrels on the roadside will help.

MIDNIGHT RAID OF GUADALCANAL

Guadalcanal is a small island near Australia, and the site of the only major land-based combat U.S. troops would see until the invasion of Normandy. In the mission, you must master your Springfield '03 sniper rifle—which takes some practice. Don't leave it on full zoom all the time, or you won't be able to see enemies. Zoom in to take a shot, then zoom back out and look for other soldiers. Guadalcanal is dense—the mission will be easier if you use the GBA map feature.

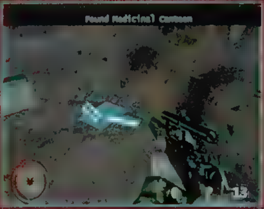
Main Objectives

- Reach the Landing Area
- Reach the Outpost
- Destroy the Ammo Depot
- Secure the Depot

Bonus Objectives

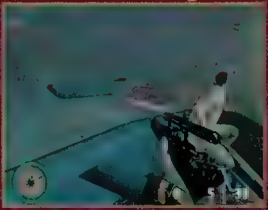
- Destroy a Generator
- Collect Five Intelligence Documents

Collect Five Documents



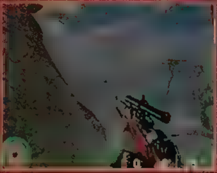
The five intelligence documents are located inside bunkers and houses. To find the first, leave the raft at your earliest opportunity and look for a bunker on the shore. One set of documents is inside.

Reach the Landing Area



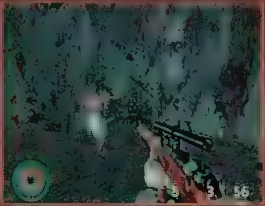
After you rejoin the raft, a hungry crocodile will eat one of your teammates. No time to mourn—keep going until you reach the landing point, then hop out and make your way to another bunker and a second set of documents.

Reach the Outpost



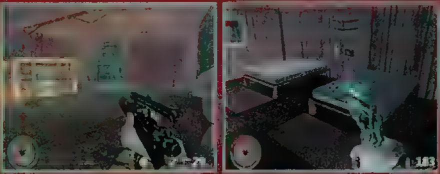
Keep moving down the trail until you see a flatbed truck. A machine gunner in the back will cut you to ribbons—toss a grenade at the back of the truck, then run around and take out any stragglers. Next, move down the trail and look for a cave on the left-hand side—there's a save point inside. Save the game, then head for the outpost. Shoot the men in the guard towers, then run straight (past a crane) and look for more documents inside the huts. Follow the path until you reach a large clearing, then run around the clearing and grab documents from the bunker.

Path to Glory



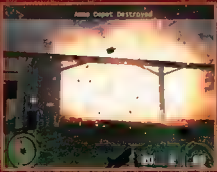
You can either run through the jungle or try taking some of the underground passages throughout the area. If you stick to the tunnels, you'll meet up with a friendly native who will cut a new path for you with his machete.

Destroy the Generator



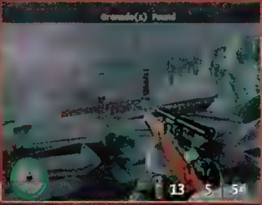
The generator is in a garage. Shoot it a few times to destroy it and complete a bonus objective, then run down the path and enter a two-story house. The last documents are on the top floor.

Destroy the Ammo Depot



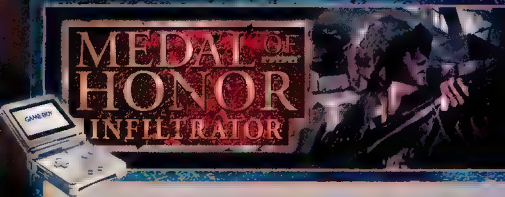
Go outside (you'll need to find a narrow set of stairs near the room with the documents) and run to the far end of the ammo depot. Step into the large anti-aircraft gun and use it to lay waste to everything in your path. When you blow the ammo dump (to your right) a tank will appear. Take it out with the AA gun.

To the End of the Earth



Almost there! Head down the path to your left until you reach a mounted machine gun, then man it and open fire. Focus on the swordsmen who rush your position, then take out the gunners. When you eliminate enough people, the mission will be complete.

MEDAL OF HONOR INFILTRATOR



Taking place during General Patton's campaign in North Africa, Medal of Honor: Infiltrator is a fun throwback to NES titles such as Commando and Ikari Warriors. The top-down view is perfect for on-the-go warfare, but don't be fooled—many of the missions are quite tough. We'll lead you through all three stages of the first mission.

THE BEACHHEAD

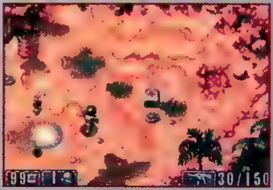
Main Objectives

- Secure the Beachhead
- Secure the Fortress
- Secure the Lighthouse

Sub Objectives

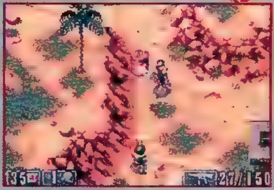
- Destroy Munitions
- Find the Desert Map Documents

Secure the Beachhead



Planes will drop bombs as you storm the beach—run north as fast as you can. For your sub objectives, hit the munitions with a grenade and find the documents in a house next to a mounted machine gun.

Barrels of Fun



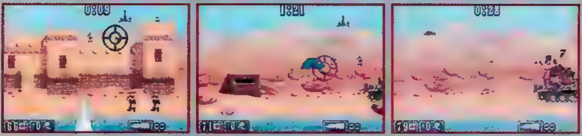
You can shoot red barrels to take out multiple enemies at once, or anyone who's manning a mounted machine gun. The well-made barrels take a number of hits before they explode.

DECK GUNNER

Main Objective

- Protect the *USS Dallas*

Protect the *USS Dallas*



As the *USS Dallas* makes its way down the river, you must protect her by firing the stationary gun. Hold the A Button to unleash machine-gun fire, or press the B Button to lob an explosive shell. Shoot the health packs that fall to restore your health.

AIR RAID

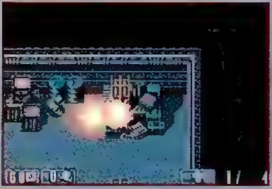
Main Objectives

- Infiltrate the Airbase
- Destroy All Aircraft
- Destroy the AA Gun

Sub Objectives

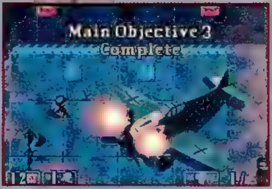
- Find the Flight Documents
- Destroy All Fuel Tanks

Infiltrate the Airbase



Getting inside the hangar is tricky—enemies can see you even if you aren't in the spotlights. Once you get in, blow up ammo piles to find the documents, then run for the exit on the opposite side of the building.

Destroy All Aircraft



You must hit two planes. One is on a runway outside, and the other is past the first large building. Use bombs on both aircraft to send them to a fiery demise.

THE SUN ALWAYS RISES

It's time to take it to the enemy. Draw your weapon, ready your sight and grant no quarter, for none shall be given you. Whether you want intense first-person action or an old-school top-down shooter, Medal of Honor has you covered. If you're lucky enough to get your hands on both Rising Sun and Infiltrator, you'll find the mapping system invaluable.

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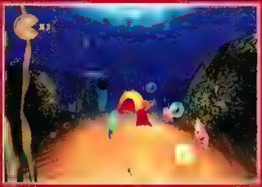

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EVERYONE E
Mild Violence
CONTENT RATED BY ESRB

XBOX
NINTENDO GAMECUBE
PlayStation 2

[illegible]
*Connectivity cable sold separately.

GOTCHA FORCE™

CAPCOM'S LATEST GCN EXCLUSIVE IS THE ULTIMATE ELECTRONIC TOY BOX.

EVERYONE
E
CONTENT RATED BY ESRB
Fantasy Violence

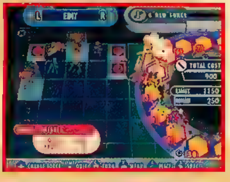
ATTACK OF THE BORG

There is something inherently cool about toy robots. In Gotcha Force, you'll amass an army of the pint-sized borgs (over 100 of them) to do battle against an evil armada known as the Death Force. Think Pokémon meets Transformers in a frantic 3-D action-shooter. On the following pages, we'll explore how best to use the action figures' unique attacks and abilities in the game's variety of play modes.

PREPARE FOR BATTLE

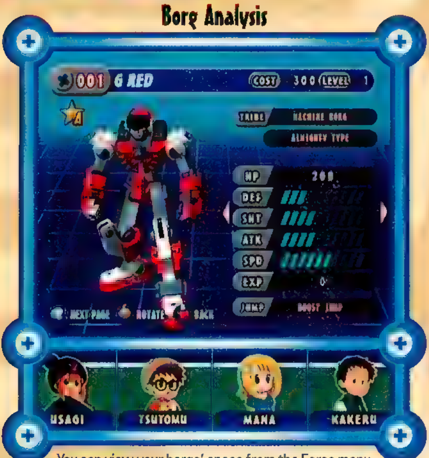
The gameplay in Gotcha Force may seem like pure action at first glance, but there is some strategy involved. Before setting foot on the battlefield, it's important to familiarize yourself with the strengths and weaknesses of your force. You're much more likely to emerge victorious if you know how to make the most of each borg.

Assemble Your Force



You can create up to 20 force combinations, but you're limited by your GF energy. The stronger the borg, the more energy it consumes. Your GF energy is replenished after each battle, and your capacity increases with each victory.

Borg Analysis



001 G RED

COST 300 LEVEL 1

TRIBE MACHINE BORG

ALMIGHTY TYPE

HP 200

DEF

SHT

ATK

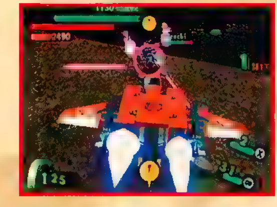
SPD

EXP 0

JUMP BOOST JUMP

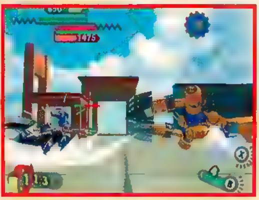
You can view your borgs' specs from the Force menu. It's a good idea to include a diverse group of borgs in most of your units, but some battles call for proficiency in specific areas (e.g., lots of speed). Also consider the types of borgs at your allies' disposal.

Ground and Air



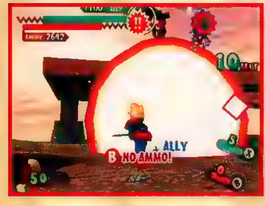
Some borgs can stay airborne much longer than others. If you're facing the lofty units and you don't have any of your own, counter with borgs that have homing attacks. Once you've grounded the enemy, you can move in for a close-range beatdown.

Speed Vs. Power



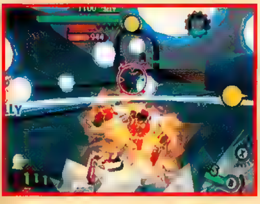
Speedy borgs tend to be less powerful, so they must use hit-and-run tactics to chip away at their opponents' health. With a slower borg, you'll typically pack a meaner punch—try to lure your foes within range, then pummel them before they have a chance to escape.

Attacks



Each borg has standard short- and long-range attacks (B Button), as well as a special attack (X Button). Some also have a powerful charge attack that you can build up by holding the B Button. Try stringing the attacks together to deliver devastating combinations.

Power Burst

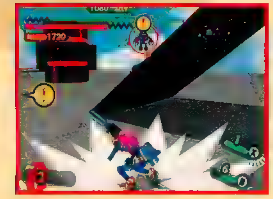


When the circular gauge in the upper right-hand corner of the screen is full, you can press the Y Button to unleash a power burst for you and your allies. The burst will temporarily both give your borgs unlimited ammo and increase their attack strength.

TERRAIN ADVANTAGES

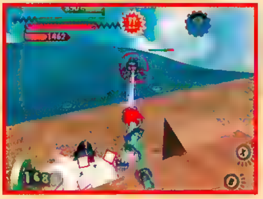
Battles take place in everyday locations, but the Gotcha Borgs' diminutive size makes every box, sandcastle and piece of furniture an important aspect of the terrain. By taking advantage of your surroundings, you can play off your force's strengths and minimize the effects of its shortcomings. Such strategies are especially important when facing a force more powerful than your own.

Take Cover



Many of the objects littered across the battlefield can serve as cover from enemy attacks. Stand behind them to avoid taking damage, then pop out to launch a counterattack. Just make sure there aren't any enemies behind you!

Vertical Strategy

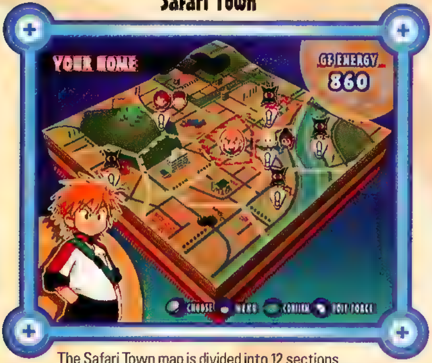


You'll usually get a better line of sight from an elevated position. Take the opportunity to strike an enemy from above if it comes within range—a particularly useful strategy against slow borgs armed with powerful long-range attacks.

DEFEND EARTH FROM THE DEATH FORCE

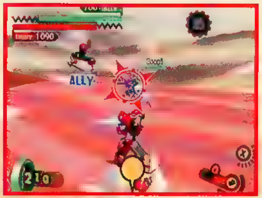
After destroying the borgs' home planet of Mega Borg, the Galactic Emperor and his Death Force are intent on taking over Earth (they're very ambitious for toy robots). In the game's Story mode, you'll take command of the Gotcha Force corps of justice and confront the Death Force units scattered throughout Safari Town.

Safari Town



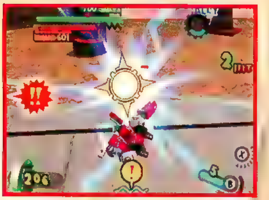
The Safari Town map is divided into 12 sections. There are battles to be fought wherever you see the Death Force logo or another Gotcha Force commander. Tackle the commanders first for a chance to recruit them as allies and level up your borgs.

Expanding Your Gotcha Force



Your first borg, G-Red, arrives in a Gotcha Box that doubles as a "manufacturing factory." Once you've collected enough data from battle, the Gotcha Box will create either a new borg to add to your collection or a data crystal. Data crystals contain incomplete information, but if you collect a matching set, you can combine them to create a powerful borg.

Incoming!



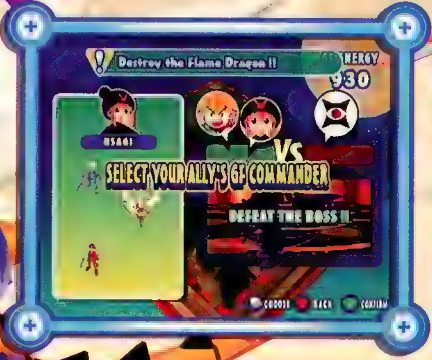
Keep an eye on the edges of the screen while you're engaged in battle. A single exclamation point means that an enemy borg has locked onto you. Double exclamation points warn you of an incoming attack (which is your cue to take evasive action).

Mystery Battles

On occasion, you'll see a question mark that denotes the presence of a mysterious opponent on the map. You should engage the foe in battle to advance the storyline, but you'll often be overwhelmed. As your force continues to improve, however, you'll stand a better chance of winning.

TUFF STUFF

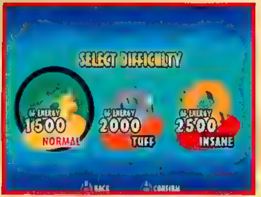
Once you've defeated a number of Death Force units, a boss borg will appear on the map. The first is an enormous dragon that spews fire. Shoot on the run to avoid the flames, and when the dragon takes to the skies, attack from underneath with your most powerful weapon.



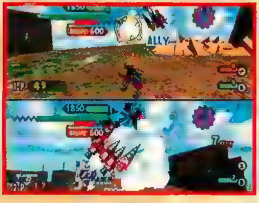
CHALLENGE MODE

If you're not in the mood to save the planet, you can still take on the computer in Challenge mode. The series of skirmishes is a good opportunity to test out different force compositions and get acquainted with your borgs' abilities.

Are You Up to the Challenge?



There are three difficulty levels in Challenge mode: Normal, Tuff and Insane. The higher the difficulty, the more GF energy you'll have to work with. If you don't possess enough borgs to use up all the energy on a given difficulty level, your force probably isn't ready for it yet.

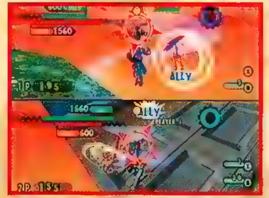


Challenge mode also features a two-player split-screen option that allows you to combine forces with a friend (a CPU ally will join you in single-player games). If need be, one of you can borrow borgs from the other's collection.

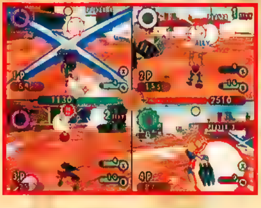
VERSUS MODE

As much fun as Gotcha Force's single-player modes are, the game really shines when four people duke it out in Versus mode. You can set a GF energy limit so that players with smaller collections won't be overmatched.

Teams Battles



In a two- or three-player battle, solo commanders will be joined by a CPU ally (Versus mode is always two-on-two). You can either assemble the computer's force manually or let the CPU choose random borgs from your collection.

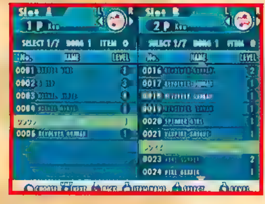


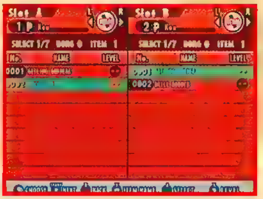
The action heats up when four people play. As in Challenge mode, you can borrow borgs from another player's collection, but it's a lot more fun when everyone plays with his or her own unique force.

TRADING BORGS

Of course, no game in which you collect things would be complete without the option to trade them with your friends. You can exchange unwanted borgs for ones that will benefit your force more or simply fill out your collection. With a group of dedicated Gotcha Force commanders, you'll soon have a large and varied pool of borgs to draw from.

Let's Make a Deal

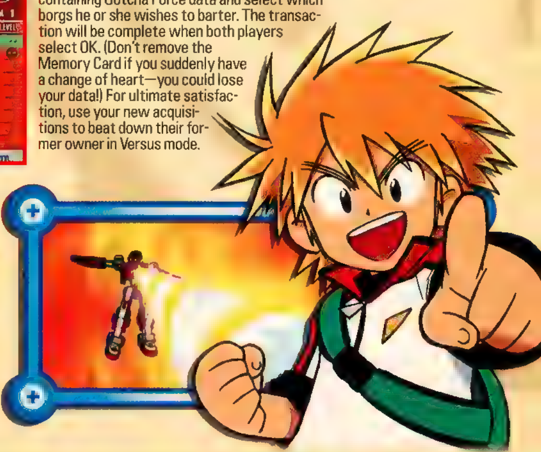




To trade, each player must insert a Memory Card containing Gotcha Force data and select which borgs he or she wishes to barter. The transaction will be complete when both players select OK. (Don't remove the Memory Card if you suddenly have a change of heart—you could lose your data!) For ultimate satisfaction, use your new acquisitions to beat down their former owner in Versus mode.

JOIN THE FORCE

Gotcha Force should appeal to a broad range of gamers. It's got fast-paced action, a smidgeon of strategy, an addictive collecting element and some truly crazy multiplayer mayhem. Perhaps most important, however, are the dozens of robot designs worthy of being made into real-world action figures. (Some even transform!) Another quality, innovative title from Capcom.



MARIO KART®
Double Dash!!™

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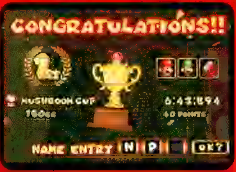
The only thing hard-core kart fans relish more than the sound of tires squealing and shells slamming is the prospect of secret karts, characters and cups. Charge ahead like an unleashed Chain Chomp to earn the *best* hidden extras!

EVERYONE
E
CONTENT RATED BY ESRB
Mild Cartoon Violence

UNLOCKABLE FUN

You'll need to earn a mountain of gold trophies to unlock all of the extras packed into Mario Kart: Double Dash!!, but determined Kart racers are sure to rise to the challenge. To reap sweet rewards like a new kart, cup or character, finish first in overall points in one of the cup-and-engine-size combinations on the list below.



UNLOCKABLES

KARTS

Green Fire—Place first on 50cc Mushroom Cup
Rattle Buggy—Place first on 100cc Mushroom Cup
Bloom Coach—Place first on 50cc Flower Cup
Waluigi Racer—Place first on 100cc Flower Cup
Turbo Birdo—Place first on 150cc Flower Cup
Para Wing—Place first on 50cc Star Cup
Barrel Train —Place first on 150cc Star Cup
Bullet Blaster—Place first on 50cc Special Cup
Toad Kart—Place first on 100cc Special Cup
Toadette Kart—Place first on Mirror-mode Mushroom Cup
Piranha Pipes—Place first on Mirror-mode Star Cup
Boo Pipes—Place first on Mirror-mode Special Cup
Parade Kart—Place first on Mirror-mode All Cup Tour

BATTLE ARENAS

Luigi's Mansion—Place first on 150cc Mushroom Cup
Tilt-a-Kart—Place first on Mirror-mode Flower Cup

RACES

Special Cup—Place first on 100cc Star Cup
All Cup Tour—Place first on 150cc Special Cup
Mirror Mode—Place first on 150cc All Cup Tour

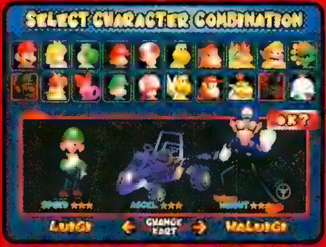
DRIVERS

Toad and Toadette—Place first on 100cc Special Cup
Petey Piranha and King Boo—Place first on Mirror-mode Star Cup

EXTRA KARTS

When you're ready to ditch your tired ride and roll in style, check out the slew of high-octane monstrosities you can unlock. Thunder down the track with marvels of kart technology, like the Toad Kart or Boo Pipes—each offers players a different set of kart-handling characteristics.

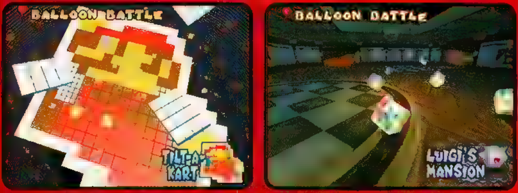
NEW KARTS MEAN NEW STATS



Karters yearning for a lightweight roadster with acceleration to spare should test-drive the Toad Kart. If you're looking for something with more girth to throw around, check out Boo Pipes.

NEW WAYS TO RACE

Why limit your Mario Kart duels to only four battle arenas? Expand the scope of your multiplayer throwdowns by unlocking two additional balloon-busting venues.

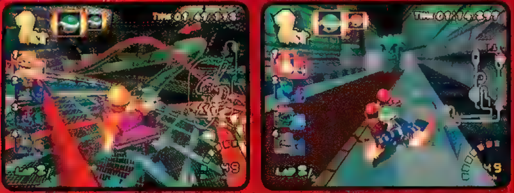


In the Tilt-a-Kart battle arena, you'll fight on a wildly tilting image of old-school Mario in his bright-red overalls. Item Boxes will tumble as the arena tilts. In Luigi's Mansion, you'll skid and rumble as you haunt your opponents around a twisted house full of creepy halls and spooky staircases.

NEW WAYS TO RACE

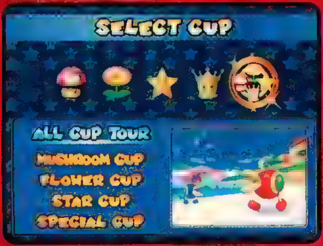
Grizzled Mario Kart veterans and upstart racers alike can prove their chops by unlocking the two most difficult secret cups. It takes a mean streak and some aggressive driving to access the Special Cup and All Cup Tour, but the drivers who do will earn a place among the Mario Kart legends. If you're up for an even bigger challenge, delve into Mirror mode.

SPECIAL CUP



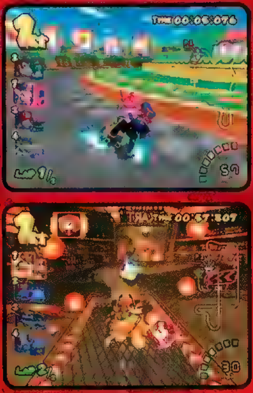
In the Special Cup, you'll blaze through exotic locales and familiar places while you fight for an edge over your adversaries. To unlock the Special Cup, place first on the 100cc Star Cup.

ALL CUP TOUR



Take first place on the Special Cup in the 150cc class to unlock the All Cup Tour—a spicy medley of the game's greatest tracks. Because the tracks in the All Cup Tour are random, you'll have a different experience every time you race.

MIRROR MODE

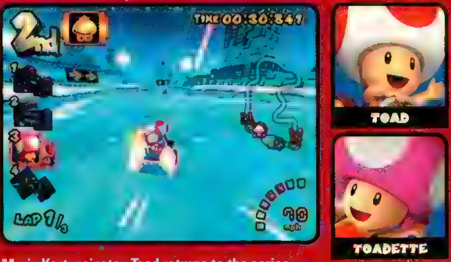


So, you've mastered and memorized every track's twist and turn—good for you. Now race them when they're flipped in Mirror mode, the hardest of all modes. You'll have to rely on your race-hardened skills to hang with the best.

LOOK WHO'S DRIVING NOW!

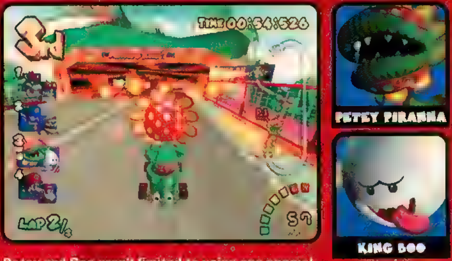
Inject a few fresh faces into your Mario Kart clashes by unlocking four secret drivers. Race them as pairs or mix and match them with other drivers to create powerful duos.

DIMINUTIVE TOAD AND TOADETTE



Mario Kart mainstay Toad returns to the series teamed with Toadette. Their Super Mushroom boost and deceivingly cute appearance make them a dangerous set of dazzling lightweights.

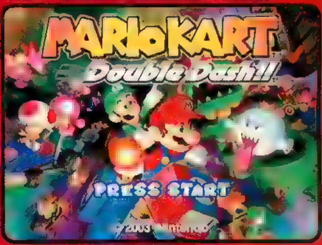
BIG BOSSES PETEY PIRANHA AND KING BOO



Petey and Boo aren't limited to using one special item: they can bust out any of them! In Grand Prix mode, the items Petey and Boo get depend on their current position in the race.

REAL ENDING

Only the dedicated elite will place first in every cup at all engines sizes (plus Mirror mode) to unlock a secret Start screen. The new screen features some of the characters you've unlocked on your long road to the head of the pack.



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PRODUCTS RANGE FROM EVERYONE TO TEEN
E-T
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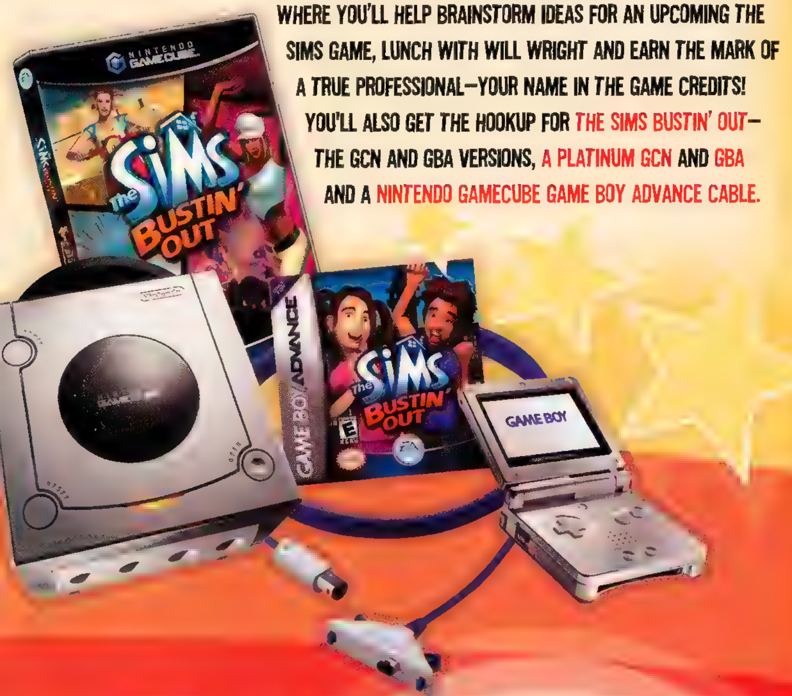

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TRUE CRIME™

STREETS OF LA™

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Hey, Chief, it must be hard to run the city from behind that desk! Forget turning in your gun and badge—it's time to take to the streets with Activision's newest hard-boiled cop drama, True Crime: Streets of L.A.

MATURE 17+
M
CONTENT RATED BY ESRB

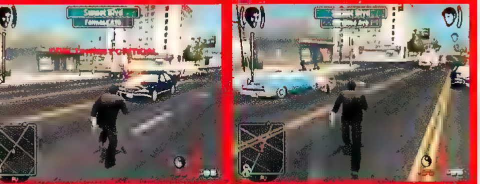
Blood and Gore
Mature Sexual Themes
Partial Nudity
Strong Language
Violence

WELCOME TO THE FORCE, ROOKIE

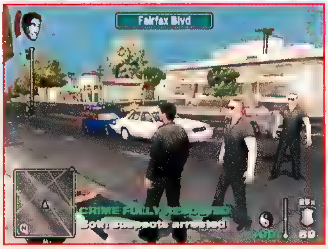
INSTANT KARMA'S GONNA GET YOU

You are Nick Kang, a Los Angeles detective who was recently suspended from the force for his strong-arm tactics and disregard for authority. But, like in any good cop drama, the chief has decided to give you another chance. In True Crime, you can act pretty much as you please. You can try to redeem yourself by subduing criminals, avoiding property damage and rescuing innocent civilians, or you can blur the line between cops and robbers until you can't tell one from the other. Be warned, however—bad actions have a way of catching up with you.

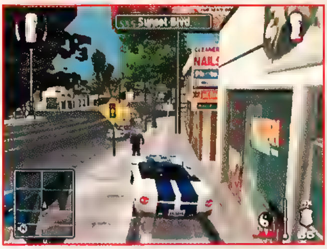
CIVIL UNREST METER



If you hurt innocents, abuse suspects or otherwise cause trouble, you'll fill the Civil Unrest Meter. Once it's full, other cops will turn on you and everyday civilians will take the law into their own hands.



To be a good cop, you must clean up the city in a way that does honor to the badge. Take in suspects by nonlethal means, respond to distress calls and avoid harming innocent civilians at all costs. You can get the best ending only by playing as a good cop.



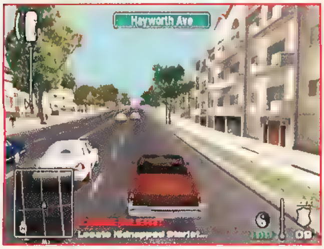
To be a bad cop, treat L.A. as your own personal gangland. Using deadly force on all suspects (no matter how petty the crime), destroying property and driving like a maniac are surefire ways to earn a bad-cop rating. It's much harder to win as a bad cop.

TO SERVE AND PROTECT

POLICE DUTIES

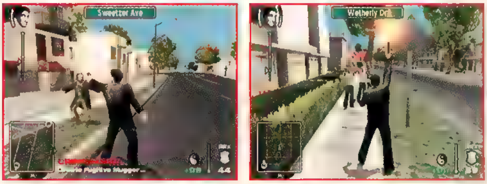
There's a lot of random crime in Los Angeles, and you're in charge of stopping it. If you tread the thin blue line with care, you'll be the city's hero.

Respond to the Call



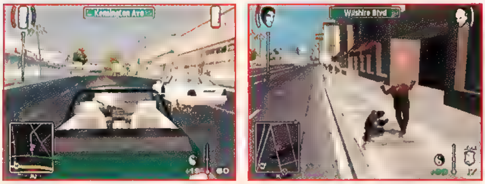
When you are between missions, you have the complete freedom to drive or walk around the city. As you do, you will be notified of crimes in progress—which will appear on your map as red dots. When you get close enough to spot a criminal, he or she will be marked with a red arrow.

Freeze, Scumbag!



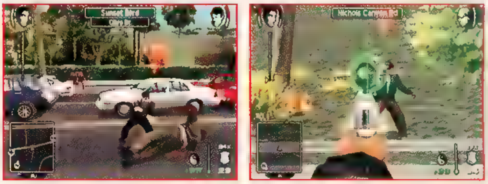
When you approach a suspect, you can either flash your badge (Z + A) or fire a warning shot into the air (Z + R). Either action will cause most perps to surrender. (Note that you can change all the controls in the Options menu.)

Perps on the Run



Sometimes a suspect will flee if you get too close. If he or she takes off in a car, you'll have to stop the vehicle by shooting out the tires or otherwise disabling it. If the bad guy runs away, take him down with a slide tackle.

Old-Fashioned Justice



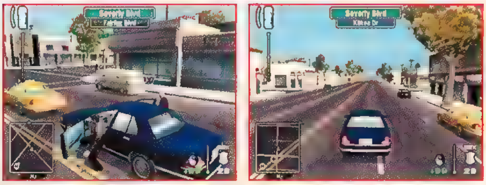
Sometimes a perp just won't give up. If a criminal wants to duke it out, you'll have to either beat him into submission or use your guns. If he takes a hostage, you'll need to disable him with a neutralizing shot.

TAKE THE WHEEL

DRIVING

A good cop is always on the move, so you'll need a set of wheels that's up to the task. Nick's personal autos are the cream of the crop, but you can also pick up sweet rides from citizens.

Word on the Street



If you find yourself in need of a vehicle, you can take one from a citizen. Though you're technically commandeering the vehicle and not carjacking it, you're under no obligation to return the car to its owner. He or she can always pick it up later from the impound lot.

Nick Kang's Used Autos

Sweetzer Ave

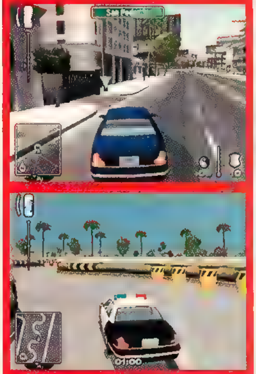
Nick begins the game with one car—a sweet 1966 classic, but he can get more. Each time you complete a chapter with a 100% rating, you will have the option to pick up a new car, gun or fighting move. If you choose to unlock a new car, you'll have to defeat other autos in a midnight street race. You can pick up unlocked vehicles in any garage.

Master of the Road

Spaulding Ave
Santa Monica Blvd

Driving plays a big part in True Crime, so learn how to be a master. The emergency brake is great for making sharp turns or quickly reversing direction, but it will also cause you to lose momentum. If you're going around a corner, try letting up on the gas instead of braking—you'll often be able to make the turn without sacrificing speed. You'll learn more techniques in the driving courses shown to the right.

DRIVING COURSES



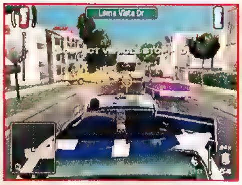
You can unlock nine driving techniques, such as the Peel-Out, by completing the driving courses scattered around the city. You must have one shield to enter the course, and if you fail you'll have to try again. (You'll earn Badges by getting 100 Reward Points. The Reward Points are earned by performing good deeds and completing missions.)

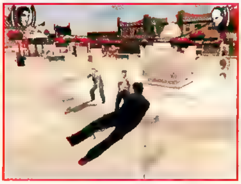
LET THE LEAD FLY

GUNPLAY

Nick will often find himself on the business end of a bad guy's gun, so you'll need to know how to use a piece of your own. Be careful—you don't want to hit any bystanders.

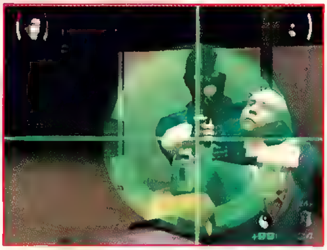
You're a Loose Cannon, Kang!





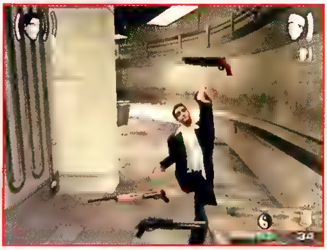
To draw your guns, press either the R Button or Right on the Control Pad. To fire, press the R Button repeatedly. You can also shoot from a moving car by tapping the R Button. While in a firefight, press and hold the Y Button to dive through the air or tap Y plus any direction on the Control Pad to roll out of harm's way.

Shoot to Wound



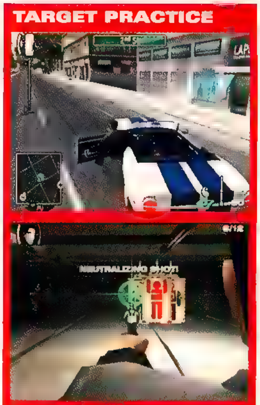
Press and hold the R Button to fire a carefully aimed shot. If you want to disable a person or a car, wait for the target to turn green before firing. Aim for the tires on a car, and the arms and legs on a person.

Lock and Load



Nick's default weapon is a pair of .38 revolvers, but he can also acquire other weapons. If a criminal drops his or her firearm, pick it up by standing on top of it and pressing the X Button.

TARGET PRACTICE



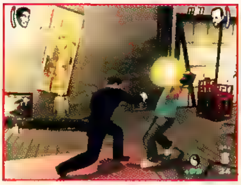
There are nine gun upgrades in the game, including Fast Reload, Laser Sights and Dual-Target Aim. To earn an upgrade, you must go to a firing range and spend one shield, then complete the course. Many of the courses require you to use precision aiming.

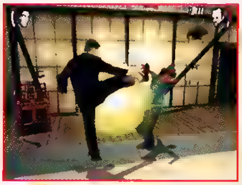
YOU KNOW KUNG-FU

MELEE COMBAT

Nick's best weapons are his fists and feet. You'll often have to take on thugs in hand-to-hand combat—practice whenever you can.

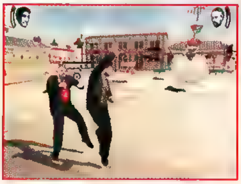
Rough Up the Roughnecks

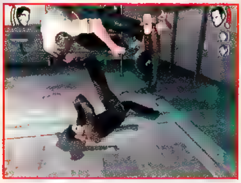


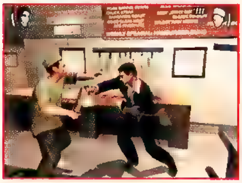


Nick's basic attacks are a punch, kick and grapple. You can kick and punch high or low by pressing Up or Down on the Control Stick as you press the kick or punch button. If an enemy is getting the best of you, block by pushing away from him on the Control Stick.

I'm Gonna Mess You Up

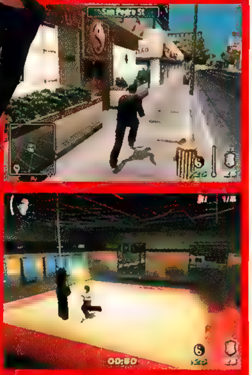






To grapple with an opponent, get close and press X. Grapples will throw a thug to the ground for a few seconds, giving you time to regroup or, if necessary, to run away. Pay attention to the meters in the top right-hand corner. The floating head shows your enemy, the meter to the right is his health, and the one to the left is his stamina. If you drain a foe's stamina, he will be stunned for a moment—at which point you can strike him with a powerful combo move. You must experiment with button combinations to learn combos, but we'll give you a freebie—press B, B, B, Y to perform a Monkey Kick.

FIGHT TRAINING



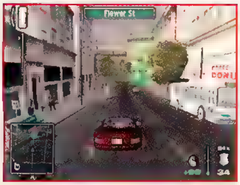
You must locate a 24-hour dojo to upgrade your combat skills. You can learn abilities like attacking enemies that are behind you and taking down foes on the run, but you must first spend one shield and complete a rigorous training course. Combat techniques are generally easier to learn than driving or shooting skills.

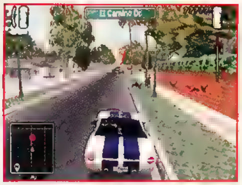
MISSION: POSSIBLE

STORYLINE

The meat of True Crime is a deep story that intertwines with dozens of missions. As you complete them, you'll learn about Nick, his history and the fate of his missing father.

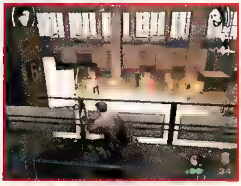
The Mobile Office





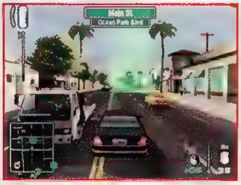
Some missions force you to use a car. You may have to tail a suspect, chase down a villain or run someone off the road. The mission may also be as simple as driving from one location to another. Any time you begin a mission in which you have to drive to another location (and there is no timer involved), you are free to cruise the streets for as long as you wish.

Stakeouts



If you're not in a car, you'll have to solve missions on foot. You may need to chase down a recalcitrant suspect, infiltrate a den of hoodlums or fight with some bouncers. During missions that require stealth, sneak up behind people and use the A Button to knock them out—thus earning good cop points. During fights with multiple baddies, try to take them out one at a time so you aren't attacked from multiple directions.

Finding It All



Once you complete a chapter with a 100% success rating, you will unlock a Bonus Cruising level. In the level, you can unlock a new car, handgun or kung-fu move. You can also drive around the city and solve street crimes. Whenever you load a game, you can return to a previous chapter and participate in a mission—even if you've already completed it. Some levels have multiple endings, so you must play the Alternate Missions to see everything.

MISSION FLOWCHART AND ALTERNATE PATHS

TRIAD VIOLENCE
1. Shooting Practice
2. Rushing to EOD
3. Driving for Chow
4. Triad Muscle
5. Finale: Rosie Trouble

MEAN STREETS
1. Cruising for Leads
2. Dojo Attacker
3. Red Lantern Rush
4. Bar Brawl
4. (ALT) The Arsonist
5. Chasing Triad Thug
6. Driving to Jimmy's
7. Sneaking In
8. Jimmy's Ambush
9. Finale: Sniper Assassin

True Crime's story is divided into chapters, with multiple missions in each. If you are a good cop and you complete every mission you will go straight down the chart (from Triad Violence to Retribution). If you are a bad cop, you will break off the main path at one of two points. Once you've completed the main path you can go back to the side paths and complete them to unlock all three endings.

INTERNATIONAL TIES
1. Off to Chong's
2. Tailing Chong's Limo
3. A Stakeout Gone Bad
4. Driving to Spa
5. Spa Infiltration
5. (ALT) Ruskie Trouble
6. Shower Room Antics
7. Finale: The Accomplice

CON GIRLS
1. Strip Club Detour
2. Cat Fight
3. Cruising for Lola
3. (ALT) Lola Rush
4. The Driving Test
5. Police Getaway
5. (ALT) Five Laps
6. Busting Lola
7. Finale: Sniper Redux

HIGH-RISE TERROR
1. The Airport Lead
2. Chasing Assassins
3. A Race Downtown
4. Bank Standoff
5. Lobby Firefight
5. (ALT) Going Up
6. Hostage Crisis
7. Finale: Bad Politics
X. End Movie (Poor rating)

RUSSIAN FACE-OFF
1. En Route to Autoshop
2. Grease Monkeys
3. Chasing Francis
4. Off to the Gulag
5. Another Way In
6. Disco Inferno
6. (ALT) Alley Brawl
7. Cary in Trouble
8. Finale: Vandal Wrath

THE RESCUE
1. Tailing Suspect Cop
2. Bumencounter
3. Meeting Rafferty
3. (ALT) The Peking Duck
4. Butcher Shop Rush
5. On the Chopping Block
6. Slaughterhouse
7. Finale: The Great Escape

RAMPAGE
1. Revenge Rush
2. Rocky's Getaway
2. (ALT) Gulag Goons
3. The Bodyguard
4. Wu's Turn
5. Payback
6. Off to the Airport
7. Finale: Rocky's Loot

BLOOD MONEY
1. Race to Rocky's Lair
2. Kinks in the Path
3. Freak Show
4. Rosie's Ransom
5. Escaping Masterson
6. Chinatown Showdown
7. Finale: Last Stand
X. End Movie (Fair rating)

HOUSE OF WU
1. Off to Wu's Place
2. Up the Food Chain
3. Kitchen Inspection
4. Seeking Ancient Wu
4. (ALT) Tunnel Vision
5. Inner Demons
6. Die, Die My Concubine
7. Finale: Nightmare

FINDING ROCKY
1. In the Driver's Seat
2. Pressing Rafferty
3. On Rafferty's Tail
3. (ALT) FBI Goons
4. Escaping the Feds
5. Rafferty's Date
6. Eavesdropping
7. Finale: Father's Killer

RETRIBUTION
1. The Girlfriend Angle
2. Back to the Gulag
3. Rocky's Trap
3. (ALT) Chopper Ambush
4. Driving to the Airport
5. Hangar Showdown
6. Jetting Away
7. Finale: Puppet Master
X. End Movie (Best rating)

A LONE COP OUT FOR REVENGE

JUSTICE!

Nick Kang is as tough as they come, and his story is not one for the faint of heart or young of age. If you're ready, however, you'll find a story that's so hard-boiled it threatens to crack at every turn, surrounded by tight gameplay and dozens of creative missions. Let's be careful out there! 🍄

BE A SUPERHERO, A SEWER MONSTER AND A MONSTER OF ROCK WITH SOME OF THE BIGGEST SECRETS FROM THE UNDERGROUND.

TONY HAWK'S UNDERGROUND

DOING IT T.H.U.G. STYLE

Get ready to Rock and Roll All Nite with Tony Hawk and his fellow pro skateboarders in Activision's greatest GCN Hawk game yet. Check out nasty bail clips, unlock classic levels and play as hidden characters—then head over to the stage to watch Kiss play an exclusive concert.

TEEN
T
CONTENT RATED BY
ESRB

Blood
Mild Violence
Strong Language
Suggestive Themes

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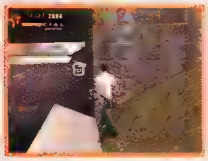
GRAB ALL THE HIDDEN TAPES

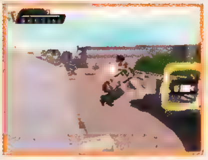
The pros in Tony Hawk's Underground have taken their fair share of nasty falls in their lives—enough to make you reconsider that career in skateboarding. Collect three hidden tapes to unlock the first bails video, then three more to unlock the second. After collecting all nine tapes, you'll be rewarded with a clip of the Neversoft crew trying to emulate their favorite skaters. It's a sight to behold.

NEW JERSEY



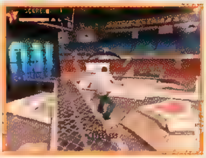
To grab the first tape, hop off your board near the river and jump over the fence. Walk to the tape on the narrow passage under the bridge.

SAN DIEGO



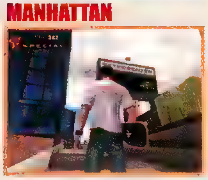
Transfer to the roof of the left corridor flanking the outdoor theatre, then trick the quarterpipe at the end to grab the tape.

SLAM CITY JAM



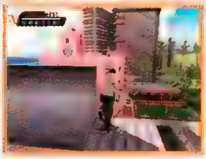
Use the big halfpipe to reach the large, octagonal scaffolding in the middle of the arena. Grind it to shatter the scoreboard and find the tape.

MANHATTAN



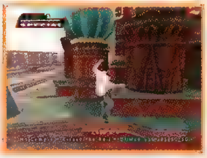
Climb the ladder up to the readerboard outside the blue-glass-paned Metrocenter. Pull yourself up to the top of the sign to find the secret tape.

HAWAII



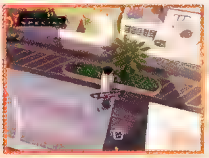
Climb up the street side of the gray waterfront hotel to get to the roof, then grind the wire to the pink hotel. The tape awaits halfway across.

MOSCOW



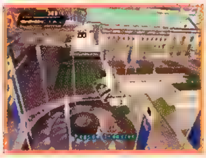
The tape is hidden among the spires of the cathedral. Jump onto the slanted roof below the tape then quickly jump again and grab the rail.

TAMPA



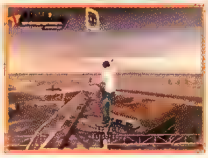
Find the tape on the roof of the building across from D'Amoto Insurance. Grind the wire from the Florida WT Plaza building to get to the top.

VANCOUVER



The secret tape looms above the dome covering the hockey rink. With a lot of speed, transfer over the glass pagoda then ollie over to the tape.

HOTTER THAN HELL

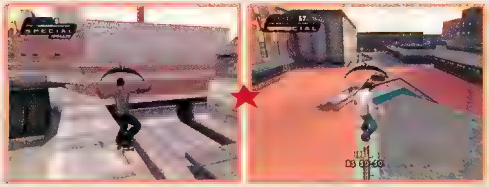


Go through the open doors under the stage to travel high above it. Pick up some speed and boneless to reach the last tape.

OLD-SCHOOL LEVELS AND MORE

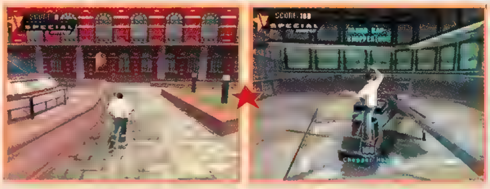
You'll find a few secret levels that'll take you back in time to Tony Hawk's Pro Skater 2. The courses are smaller than the newer levels but still fun to check out. Also explore the stage built exclusively for '70s rock legends Kiss.

NEW JERSEY OLD SKOOL



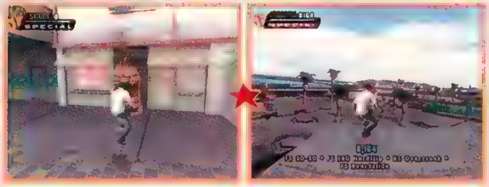
The New Jersey Old Skool icon sits high above the train station's waiting platform. Trick onto the awning of the adjacent hospital then walk out onto the ledge to grab the icon. The school level from THPS2 features long rails and plenty of open area to bust some huge flatland moves.

MOSCOW OLD SKOOL



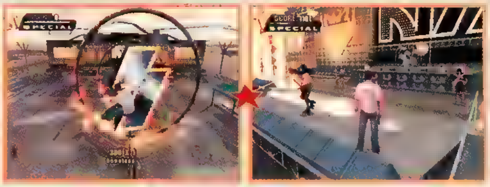
Upon entering the Moscow level, turn around and locate the low glass dome. Break the fifth window from the left on the adjacent red building to find a hallway through the building, as well as the Moscow Old Skool icon. The hangar level from THPS2, featuring several big halfpipes, will then be selectable.

HAWAII OLD SKOOL



To find the Hawaii Old Skool icon, jump into the mouth of the tiki statue behind the mall. You'll find yourself in a small tunnel inside the statue. At the very end of the tunnel, jump to grab the icon. The timing has to be perfect, so be prepared to try several times. The reward is the Venice Beach level from THPS2.

HOTTER THAN HELL

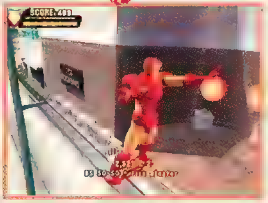


The game ends after you chase your rival, Eric, through New Jersey for the last time. However, there's one more new level to check out once you're through. The airfield is home to an enormous stage built for rock-and-rollers Kiss, who perform after you light up the four letters that spell their name.

UNLOCK THE SECRET SKATERS

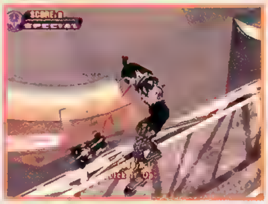
The difficulty level you use to complete the game determines which hidden characters will be available in Free Skate mode. If you tackle the game on a higher level, you'll unlock the characters for that level, plus all the characters from the easier levels.

IRON MAN



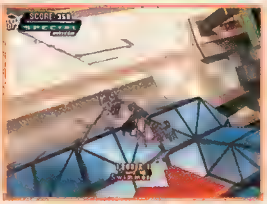
The Invincible Iron Man sports some cool special moves, including a fireball-hurling grind and a manual that turns all pedestrians green. Unlock him by finishing the game on Beginner difficulty or better.

GENE SIMMONS



Check out Kiss frontman Gene Simmons doing moves that put the band on the charts. His huge tongue and knack for setting things on fire become available after you win on Normal difficulty or better.

T.H.U.D.



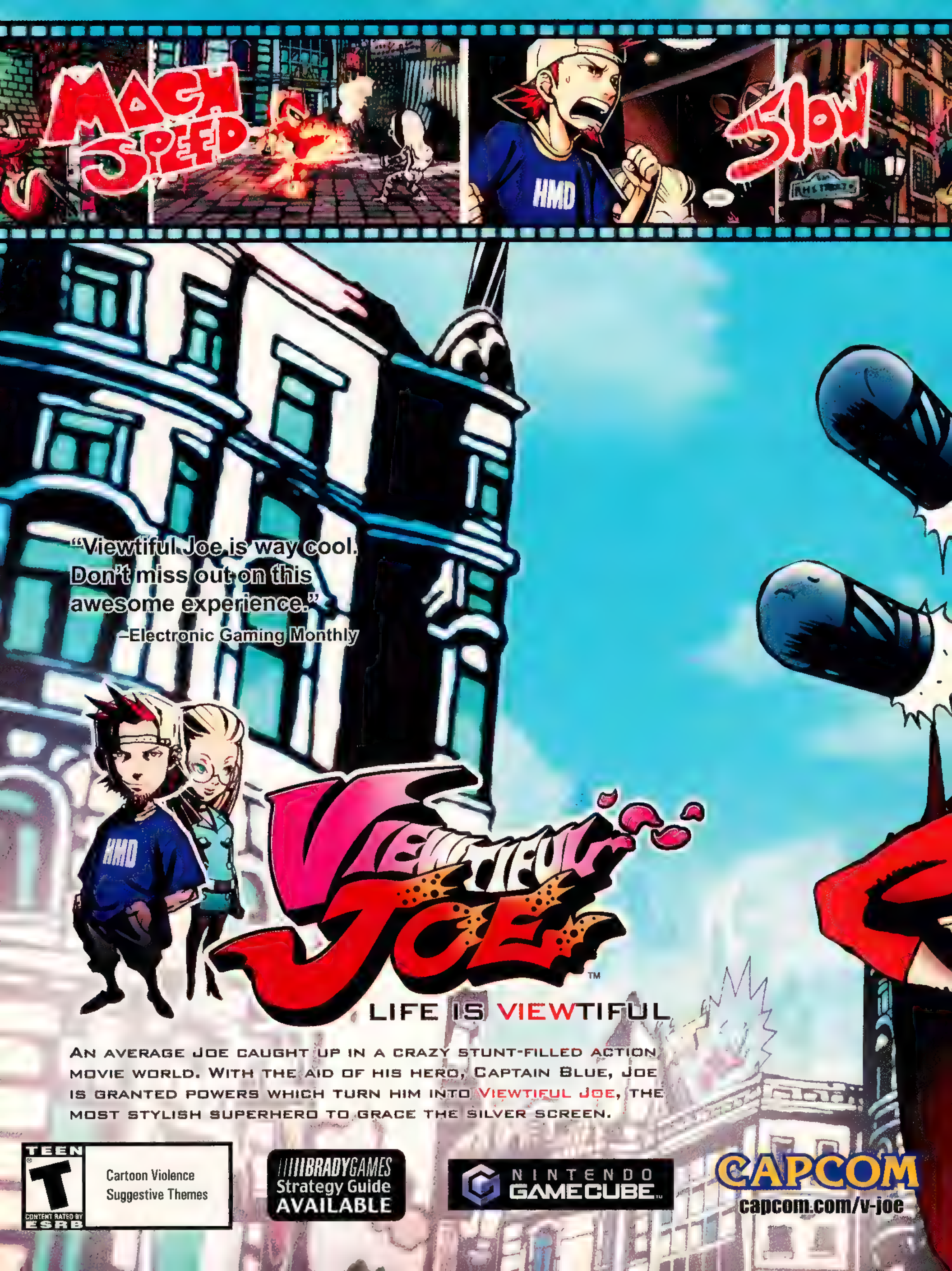
To play as T.H.U.D., the sewer monster seen in the opening credits, finish the game on Sick difficulty. His special moves include a gravity-defying swim trick and a special-effects-heavy grind.

WAIT! IS THERE EVEN MORE?

Hit every gap in the game to be able to skate as any of the pedestrians. Check out the gap list in the Start menu to see which ones you're missing. They will be listed only by name, but that should be enough to get you looking in the right direction.

FIND YOUR OWN LINE!

There are so many features to Tony Hawk's Underground, your game is far from over. With the park, goal and trick creators, the possibilities are boundless. Make a new character and a signature trick, and shoot for the best two-minute high score in Free Skate. Design a course and challenge your friends to rack up huge points. The sky's the limit with Tony Hawk's Underground.



"Viewtiful Joe is way cool. Don't miss out on this awesome experience."
–Electronic Gaming Monthly

LIFE IS VIEWTIFUL

AN AVERAGE JOE CAUGHT UP IN A CRAZY STUNT-FILLED ACTION MOVIE WORLD. WITH THE AID OF HIS HERO, CAPTAIN BLUE, JOE IS GRANTED POWERS WHICH TURN HIM INTO VIEWTIFUL JOE, THE MOST STYLISH SUPERHERO TO GRACE THE SILVER SCREEN.

TEEN
T
CONTENT RATED BY ESRB
Cartoon Violence
Suggestive Themes

BRADYGAMES
Strategy Guide
AVAILABLE

NINTENDO GAMECUBE™

CAPCOM
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ZOOMIN
HENSHIN-A-GO-GO-BABY!
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RHST

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THE LORD OF THE RINGS

THE RETURN OF THE KING™

Take up sword and shield again as you continue to defend Middle-earth from Sauron's evil. Can you triumph in the final levels of EA's The Lord of the Rings: The Return of the King?

TEEN
T
Violence
CONTENT RATED BY ESRB

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Ring-a-Ding Ding

Last month we showed you the ropes of the game—including how to gain experience and what moves to buy—and took you through the first few levels of the game. This month, we'll take you all the way up to Mt. Doom, reveal a few unlockable characters and help you fight your way through the most difficult parts of the game.

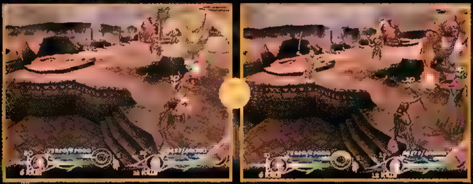
Play Together

You know that ROTK offers a co-op mode in which two players can join forces and fight evil, but how do you use it effectively? Take a look at the three examples below (which are all from the mission called The Southern Gate) to learn how to use your newfound friends as efficiently as possible. It's so easy, even an Elf and a Dwarf can do it!

Fight Together

Don't get separated from your friend in the heat of battle, and always look out for each other.

Plan Together NP



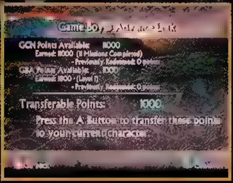
When you're facing a large enemy or a boss, think ahead. In the example above, Aragorn is taking out the Cave Troll with his arrows, while Legolas hews down the enemy Orcs.

Activate Together

If there are two items to activate (such as buckets of hot lead) use them both at once.

GBA Connectivity

If you have the GBA and GCN versions of ROTK, you can link the two games and unlock a whole host of features—including the ability to transfer experience points to your GCN characters and a bevy of new items, levels and characters in the GBA version. Keep an eye on Classified Info to find out exactly how to unlock the secret items.



Game Boy Advance Link
GCN Points Available: 11000
Earned: 11000 (11 Missions Completed)
GBA Points Available: 1000
Earned: 1000 (Level 1)
Transferable Points: 1000
Press the A Button to transfer these points to your current character.

Aragorn 6
experience points 2040

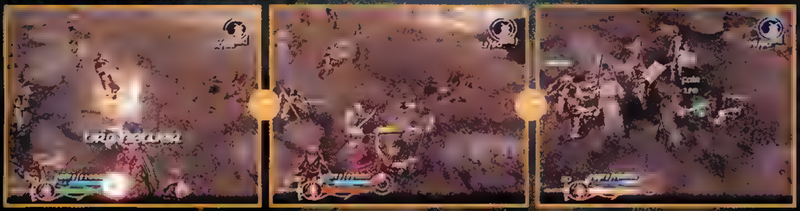
The Adventure Continues

Last month we left you hanging just before the biggest battle of all time—the clash of the armies at Pelennor Fields. You can use Aragorn, Legolas or Gimli for the mission. Gimli's slow gait makes him a tough choice, however.

Pelennor Fields

In Pelennor Fields, you must defeat an army of enemies, then take down mighty Oliphaunts while defending Merry and Eowyn from the Witch-King. That sounds like a lot of work, and it is—get cracking.

The Sauron Smackdown

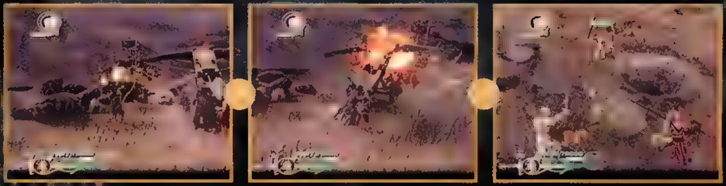


You must defeat 60 enemies to advance in the mission. The easiest enemies are the grayish Orcs; the toughest are the red-clad soldiers with health meters over their heads. Stick to the easy enemies as much as you can, and don't use the Bane moves—they take too much time.

Tusk Tusk

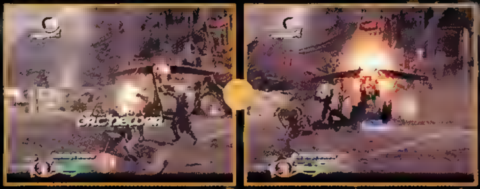
After 60 enemies fall, Oliphaunts will arrive. It's time to make them an endangered species.

Catapult Catastrophe



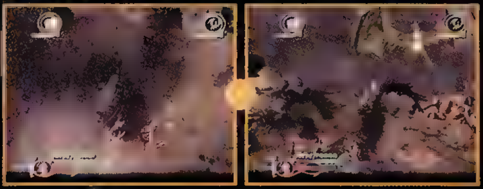
On top of the hill, run to the left and fire arrows at the Oliphaunt. When it walks in front of the catapult, trigger the device with the Z Button. Use arrows to finish off the beast if the catapult doesn't do the job. After it falls, run to the hill on the other side. Look for torches that mark the path up the hill, and don't fight anyone in the fields—you don't have time.

Fell Another



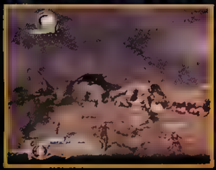
To fight the next Oliphaunt, run all the way to the right and use the same pattern as before. Legolas and Gimli will do a pretty good job of keeping foot soldiers away from you, but you may need to fight a couple.

A Merry Band



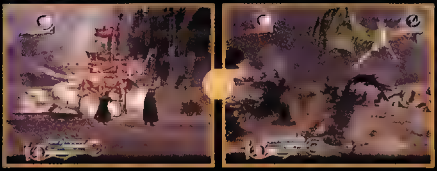
After the second Oliphaunt, the Witch-King will appear and menace your friends. Stay on the hill and run toward the front of the battlefield. When you see the Witch-King, drive it away with a volley of arrows.

A Moment of Peace



After the Witch-King flies off, wait for a cinema scene that shows an Oliphaunt. Note which side of the battlefield the creature is on, then make sure you're on the same side.

Keep at It



Your attack pattern will continue until you take down the Witch-King. If you run low on arrows, look for more near the torches. If your health dips, attack a few foot soldiers.

Minas Tirith—Top of the Wall

Gandalf's path continues atop the towers of Minas Tirith. You must knock down ladders to keep Orcs from overrunning the walls and then destroy siege towers. If you know Orc Hewer and Bane of Sauron, you can rack up lots of Perfect scores.

Ladder of Destruction

Ladders are your main concern. Run to them and kick them off the walls with the X Button.

Boot to the Head

It's safest to kick the ladders from the ledge below. Press the Z Button next to a grappling hook to reach the ledge.

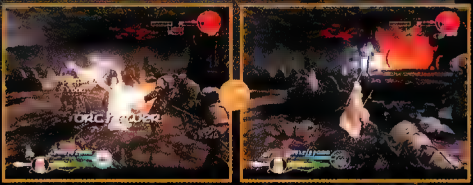
Siege the Day

After a bit, siege towers will roll into view. Focus on them, knocking down ladders only if you run past them.

Fire Away

Use a catapult on the first tower. The catapult is up the stairs behind the middle part of the wall. It will take two shots to blast the tower.

The Extreme Engines



The next siege tower is on the far right-hand side of the wall. Fight your way over there, kicking down ladders as you go. When the tower rolls into range, shoot it with your staff. It will take many shots to collapse the machine.

Don't Trip

Use the catapult or staff on the final towers, then run down the steps to victory.

Minas Tirith—Courtyard

The courtyard of Minas Tirith has become a graveyard. No siege towers or catapults here—just wave after wave of large, angry enemies. It's a tough level—it will probably take you multiple tries to complete it.

Save the People

DARK DELIVERANCE

You must fight enemies until 200 townspeople have reached the safety of the inner keep.

Stop the Hordes

DARK DELIVERANCE

Enemies come from the large, round entryway at the north end of the courtyard, and also from the right. When you can, take them out with spears and your long-distance attack. (Spears get you a one-hit kill and regenerate over time, so use them often.)

Get Healthy

Find health potions by smashing open barrels at the edges of the courtyard.

The Big Boys

Near the end of the battle, Cave Trolls will appear. Take them out with spears and magic. You can slay them with Fierce Attacks, but the other enemies make it hard to press the attack.

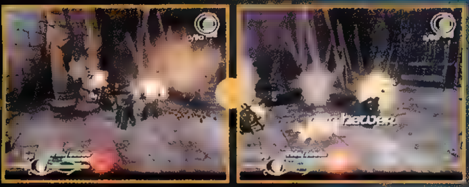
Chaos Reigns

Use your magic shield (L and R) to wipe out large groups of enemies. There will be only a couple of trolls on-screen at a time, so concentrate on other enemies.

Cirith Ungol

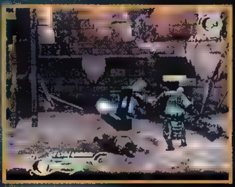
Brave Samwise Gamgee must infiltrate Cirith Ungol—the headquarters of Sauron's Orc army—and rescue his beloved Frodo. Use a combination of stealth and quick combos to defeat 80 enemies and escape alive.

Fire Down Below



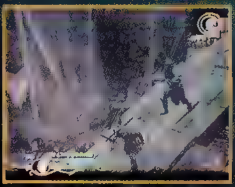
When you first enter the tower, use the Z Button to dump a brazier of hot coals onto the enemies. You can knock out multiple foes this way—keep it in mind whenever you see a potential weapon.

Lumpy



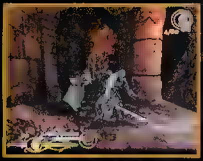
Certain fat Orcs will attack you with two weapons at once. Parry their strikes, then hit them with Fierce Attacks in a steady rhythm.

Down Bridge



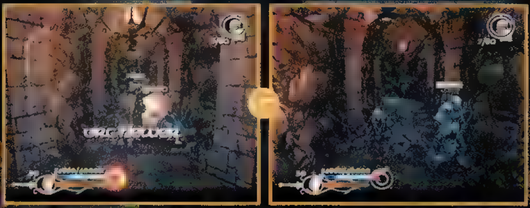
Use the Z Button to pull the large lever and drop a drawbridge. If enemies are under the bridge, they will be squashed.

Two for You



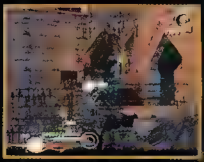
Two regular Orcs and a fat one will charge you in the hallway after the bridge. Clean up the small ones, then go after the rotund one.

The Sneaky Solution



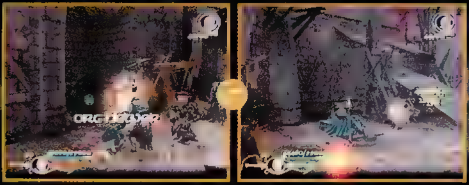
If you don't want to fight Orcs—or you're short on health—use your Elven Cloak (L and R) to sneak past them. Backstab enemies with R while you're invisible.

In the Yard



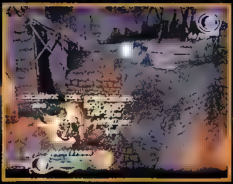
When you enter the courtyard, take on enemies in small groups to avoid being swarmed. Look for braziers and spears.

Down and Around



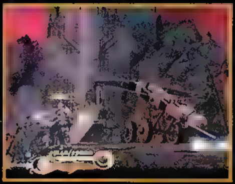
At the bottom of the steps in the courtyard, hang a left and go down a tunnel. It will take you on a roundabout path back to the courtyard—braziers and spears will make it easy to fell enemies as you travel. When you return, use a lever to drop a bridge on your foes.

A Barrel of Fun



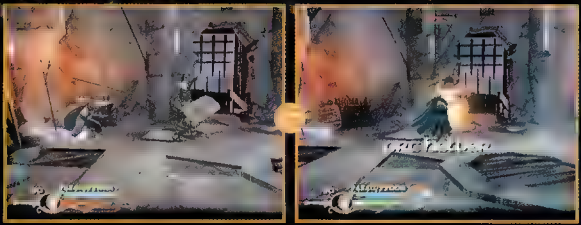
At the top of the next ledge, drop an explosive barrel onto a group of surprised Orcs.

Arrows, Away!



Defeat one more fat Orc, then fire the catapult at the castle to clear out the riffraff.

Spear and Shield



The final boss of the level is an ugly Orc who just won't give up. There is a set of spears on either side of the room. When the battle begins, run to one spear and throw it at the Orc to break his shield, then hit him with a second spear to stun him. While he's wobbling, run over and attack with your most powerful combo. (Orc Hewer and Final Judgment are both good choices.) After enduring a couple of hits, the Orc will grab another shield and attack again. Use spears to break his shield and stun him, then go to town while little birdies fly around his head. You can't hurt him until he's stunned, and you can stun him only with a spear—although you can break his shield with a Fierce Attack instead of a spear, if you'd rather.

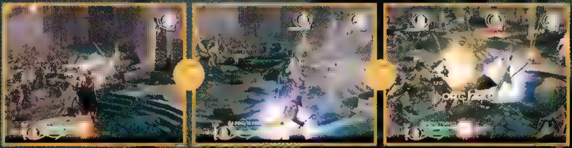
The Black Gate

The Black Gate is really, really tough, so don't get discouraged. You must defend not only yourself, but Gandalf, Gimli and Legolas. Keep an especially close eye on the Elf—he has a tendency to keel over quickly.

Easy Big Fella

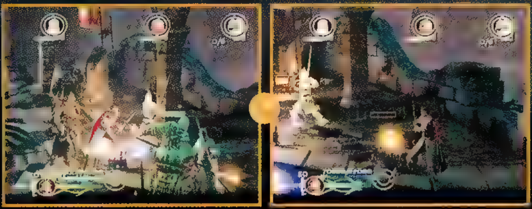
The mission starts with a mano-a-mano fight against a huge foe. Parry his attack, then strike back with Fierce Attacks. If you know the Helm's Hammer, use it. Don't try a Bane move or Final Judgment.

What a Rush



The next section has you fighting off masses of enemy soldiers. When a character icon appears at the top of the screen, you must protect that person. Gimli is in the middle, Gandalf on the right and Legolas on the left. Watch the icons closely.

Strike the Hardcases



Six strong enemies appear over time. (They have health meters over their heads.) Save your spears for them, as they're tough to defeat any other way.

Up in Smoke

The braziers near the front of the circle are good for burning multiple enemies—especially groups of archers. The flames will return after a bit.

Get Ready

After you defeat three of the special soldiers, you'll see a cut scene. After that, three more soldiers will appear, one right after the other.

Take out the Trash

You'll need to run back and forth across the battlefield in the next section. Use spears to take out the large enemies when possible, braziers and arrows if you're out of spears, and your sword as a last resort. The archers will also cause you trouble, but ignore everyone else.

A Ghost of a Chance

After you hold off the onslaught, you'll have to take out a few undead. Use whatever spears you have left to shatter their old bones, then move in with Final Judgment and Orc Hewer.

The Secrets of Middle-earth

There's only one level left . . . The Cracks of Doom. When you complete it, you'll unlock three hidden characters—Merry, Pippin and Faramir—and the Palantir of Saruman (a kind of arena where you must fight off 20 increasingly tough waves of enemies). If you can get Gandalf, Sam and either Aragorn, Legolas or Gimli to level 10, you'll unlock the Palantir of Sauron. Also, be sure to check Classified Info on page 62 for extra LOTR codes!

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BEYOND GOOD & EVIL

Last month you had faith in the Hillys military. Now it'll go from trusted to busted!

TEEN
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Comic Mischief
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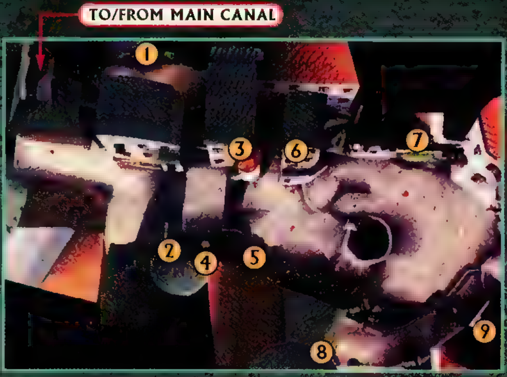
FEELING ALIENATED?

Ignorance is bliss. If only we hadn't helped you break into Black Isle, you'd still think that your planet's military, the Alpha Sections, was winning the war against the merciless DomZ aliens. But you had to go poking around with your camera, didn't you? This month, we'll help you and Jade—BG&E's dai-jo-swinging hero—go farther out on a limb with part two of our walk-through. BG&E has a wide variety of game play, so you'll need to be good at every kind of game under the sun.

PEDESTRIAN DISTRICT

Your Black Isle photography mission, in which you battled through an abandoned mine to shoot aliens, had a big cliff-hanger. Your sneak-and-peek gig was funded by the IRIS Network, an underground resistance that wants to recruit you. You must meet the revolutionaries at their secret HQ in the nearby city's Pedestrian District.



① NEWSPAPER VENDOR

The hawk-man vendor sells two useful subscriptions: the *Hillyan Word* and the *Hillyan Guide*. Purchase both of the electronic publications.

② ALPHA SECTIONS WAREHOUSE

③ ALPHA SECTIONS UND. QUARTERS

④ AKUDA BAR

⑤ MARKET STORE

Purchase Nouri's pearl when you first meet her. Later she'll have another to sell you. Nouri also sells useful power-ups.

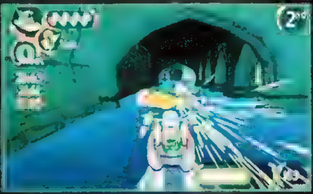
⑥ ALPHA SECTIONS TRANSIT

⑦ MING-TZU'S SHOP

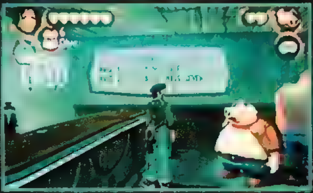
⑧ ALPHA SECTIONS SHED

⑨ ALPHA SECTIONS MAIN SECTION

THE HOVERCRAFT RACES

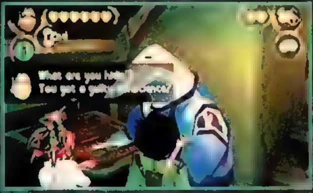


You'll need pearls to purchase hovercraft upgrades. Before you dock in the Pedestrian District, cruise the Main Canal area of the city and enter the two hovercraft races. Finish first in each to win two pearls. Then float over to the Pedestrian District and head into the Akuda Bar.

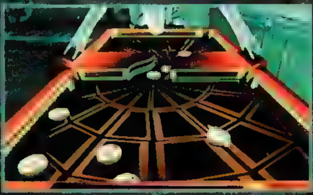


All-time best scores for the races are posted next to the bar. You'll have a challenging time placing first in the races, and beating the all-time bests in each race is even more difficult. Stock up on boosts then use the power-ups to blast your hovercraft through the course at a higher speed. You'll put Jade's name onto the board for each all-time best score that she beats.

PLAYING AKUDA'S GAMES

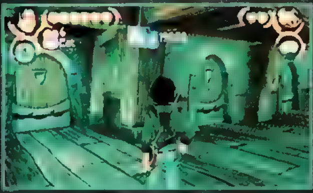


The Akuda Bar holds suspicious characters. Chat with them to scare up secrets that will pay off big-time down the line. You won't learn much from shark-man Rufus, but you can catch a glimpse of info that he shields from your view. Go up to the balcony and use your camera's zoom lens to see Rufus's secret: a password that unlocks the middle room on the balcony.



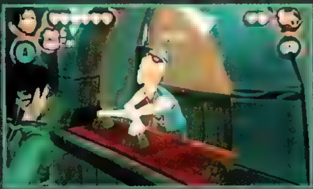
Another shark-man, Francis, will play a table-top game with you. You'll both start with several pucks. To win, you'll need to clear all pucks from your side by shooting them to Francis's side. He'll be trying to clear his side at the same time, so the strategy boils down to who is more efficient at sending pucks through the breach that divides the table. Practice before you compete for Francis's pearl. If you lose, you'll forfeit 1,000 units.

FORBIDDING DOORS



The balcony has three doors. You can enter the left one to meet a sad sack and learn a password (for a locked cabinet you'll encounter in your travels). You can enter the middle one—and find a pearl—by unlocking the door with Rufus's password. The right door requires a password that you can learn from Peepers, the blind man who sits nearby.

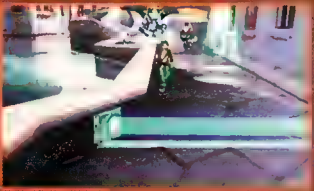
IRIS NETWORK DOORMAN



Peepers runs a shell game that you can play to double your money, if you've got a quick eye. He also has a much more important role, which you'll discover after you learn the IRIS Network's secret phrase at the end of the Black Isle mission. Say it to him to play a special shell game: the prize is the password for the right balcony door.

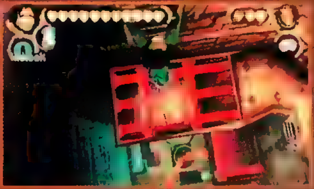
FUTURE THIEVERY

WAREHOUSE



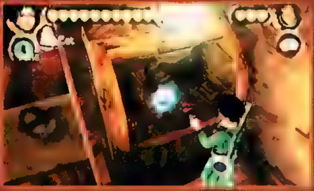
After you return from your first IRIS Network mission, you'll have the resources you'll need to break into several Pedestrian District buildings, including the heavily patrolled warehouse.

UND. QUARTERS



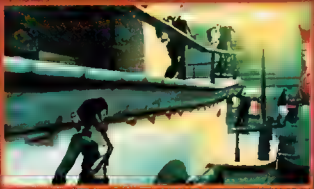
After you complete your second mission, at the slaughterhouse, you'll have the key you need to break into the Und. Quarters through a laser-guarded shaft.

SHED



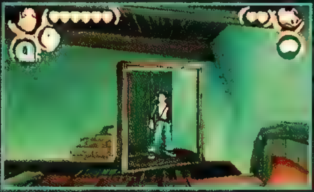
You'll also then be able to enter the Alpha Sections shed, where you'll find a locked cabinet that contains a pearl. Unlock it with the password that you learned upstairs in the bar.

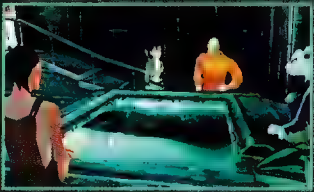
MAIN SECTION



During your encounter with the governor, you'll get the key that unlocks the passage to the Alpha Sections headquarters, where your stealth and combat skills will be put to the test.

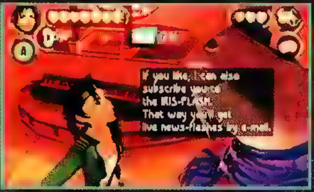
EYE-OPENING EXPERIENCE WITH IRIS



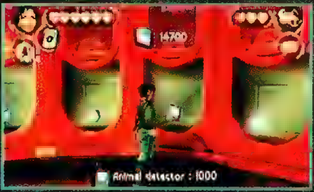


After you unlock the door, you'll enter a room that holds a locker. Put your back to it, then press A to swivel around and enter the IRIS HQ. You'll learn of IRIS's belief that the military is conspiring with the aliens to abduct members of the population. Watch the Mdisk on the table to get a greater sense of the problem. Before you leave, you'll receive the City Pass.

STOCK UP AT MING-TZU'S SHOP

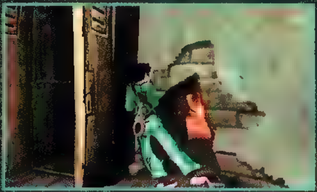


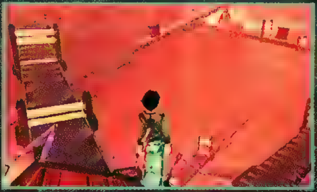
If you like, I can also subscribe you to the IRIS-FLASH. That way you'll get live news-flashes by e-mail.



With the City Pass, you can gain entrance to the rear courtyard. From there you can enter Ming-Tzu's shop. Say the IRIS Network's phrase to the walrus-man; he'll open a hidden door to the back of his shop, where he distributes the network's underground newspaper. Before you leave Ming-Tzu's, purchase the animal, pearl and Mdisk detectors, plus the Super Attack power-up.

LOOT THE TRANSIT



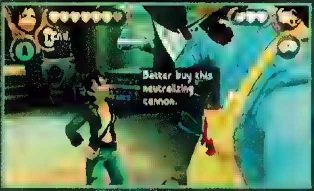


The City Pass will also allow you to reach the Transit area, an automated warehouse full of overlapping conveyor belts. Crouch under high laser beams; dive over low ones. If you navigate the conveyor-belt labyrinth correctly, you'll reach a pearl at the final destination.

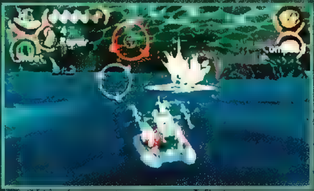
PLANET HILLYS

Your first IRIS mission takes you across the Hillys waters to the factory. Unfortunately, a Filter Robot guards the factory's bay. You'll need to equip your hovercraft with the Neutralizing Cannon to take out the flying bot. The expensive gear costs five pearls—which you'll have if you've completed all challenges in our walk-through.

MAMMAGO AND ITS AFTERMATH

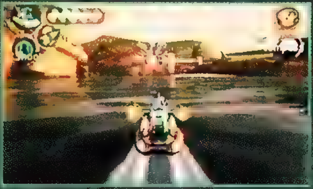


Better buy this neutralizing cannon.



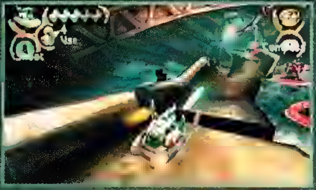
Head for the Mammago Garage with your five pearls then buy the Neutralizing Cannon. When you leave the garage, meteors will rain down from the sky. Keep moving. Meteors tend to fall in groups; if one splashes down, veer in a different direction before the others crash into your hovercraft. Lock onto enemy ships with your cannon and shoot them out of the sky.

NEUTRALIZE THE UNFRIENDLY SKIES



Use your Neutralizing Cannon to home in on the Filter Robots that patrol the bay behind the city. You can then approach the factory entrance and reach other areas, such as Looters' Cavern 2.

CHASE DOWN THE LOOTER

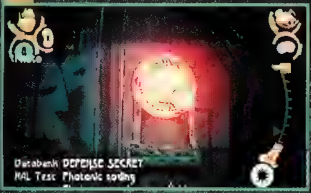


Looters' Cavern 2 is near the bot-guarded sea archway. When you enter, a ship will steal 100 units from you then fly down a tunnel. If you catch the looter, you'll get its pearl. Avoid all obstacles or you'll be trapped behind closing doors.

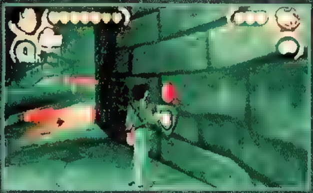
THE FACTORY

You've accepted your first mission, but you're not convinced of IRIS's conspiracy theory: that the Alpha Sections is abducting citizens and "processing" them for the aliens. You'll need to break into the factory and take pics of kidnapped citizens and an Alpha Sections soldier without his helmet on. Who are they really?

1 BREACHING DEFENSES

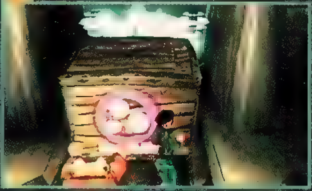


After you dock your hovercraft in the factory, climb up the ductwork to reach a locked door. Photograph the red bulb beside the door to transmit its encrypted code to the governor; her tech staff will break the code and e-mail a password to you.

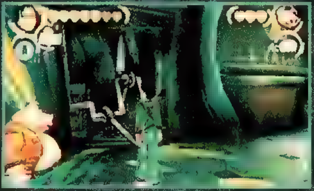


Your uncle, pig-man Pey'j, will accompany you into the factory. He can't follow you through the first laser-trapped hallway, though. Crawl and dive through the hallway, then push the button to turn off the lasers. Your uncle will come running to join you.

2 ELEVATOR IMPASSE

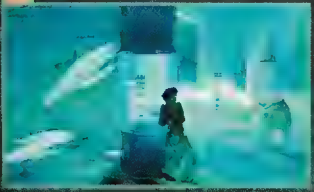


Put your shoulder into the crate in the second room; Pey'j will run over and help you. Together you'll be able to shove the crate into the electricity barrier that spans the archway. Afterward, climb onto the crate and hop over the dangerous field.



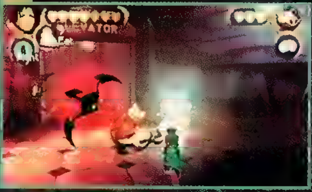
You'll then be able to enter the factory's massive atrium. You'll see that its elevator mechanism has been sabotaged. Ask Pey'j to fix it. He'll tell you to locate a fuse to get the elevator started.

3 SHOCKING LAB DISCOVERY



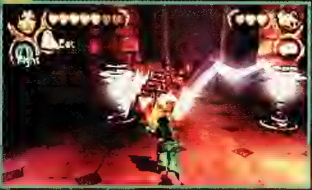
Enter the door marked as the lab entrance, then forgo the service elevator and enter the other door to reach the lab. Shove a glass tube to both sides of the electricity barrier to redirect the energy. Enter the lab to get a pearl—and make a gruesome discovery.

4 THE SERVICE ELEVATOR



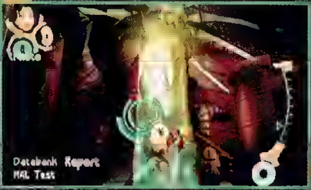
Return to the service elevator, then press its button. When the elevator opens, it will spill spinning robots onto the floor. Bash them to bits with your staff. Enter the elevator and ask Pey'j to push the button to send you upstairs.

5 ELECTROCUTE THE ROBOT



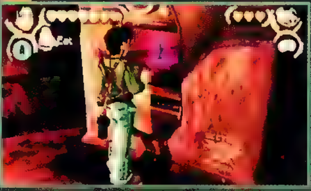
You'll be on your own as Pey'j waits below. As you approach the electricity barrier, a floating robot will drop into the room and shoot its laser at you. Use your staff to batter the bot into the barrier, which will explode, enabling passage through a door.

6 SNAP FIRST EVIDENCE

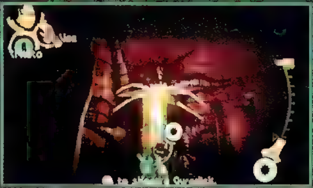


You'll enter a chamber with an eerie sight: Double H, a fellow IRIS operative, is the victim of alien experimentation. Take a shot of the unfortunate soldier and send the pic to the governor.

7 THE GYRODISK LAUNCHER

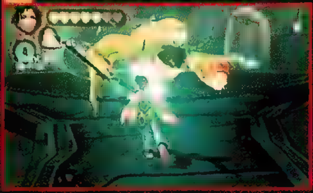


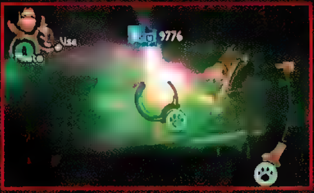
You helped the governor get more evidence, so she'll help you decode the info on the red bulb on the room's locker. Take a photo of the bulb, then check your mail for the code. Use it to unlock the locker and claim a new weapon: the Gyrodisk Glove.



Shoot Gyrodisks at the alien contraption that caps the experimentation tube. You'll free Double H, who'll follow as your sidekick. Claim the pearl that falls out of the tube, then ask Double H to break through the grate so you can exit the room.

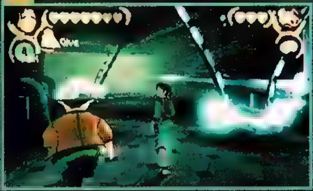
8 FEAR THE REAPER

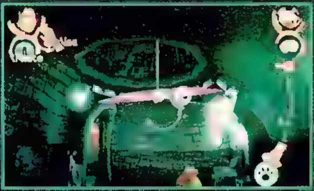




Unfortunately, Double H's time as your sidekick is short-lived. Upon breaking the grate, he falls into a chasm on its other side. Save at the nearby Mdisk machine, then return to the elevator atrium via the ducts. A Reaper (Cyclopeus Palustris) will attack you. Pey'j will come running, but the Reaper will grab him, so you're on your own. Strike the Reaper with your staff until it leaps to the upper ductwork. Avoid getting squashed when it jumps back down, and shoot your Gyrodisks into its eye to blind it—then continue your battery.

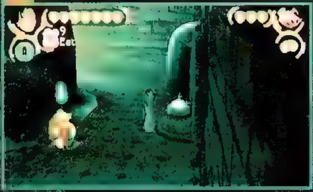
9 BACK ON THE FUSE HUNT

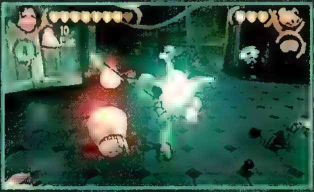




Enter the atrium's electrical-room door. Cross the electrical room carefully—loose wires sway and throw electricity around. Shoot Gyrodisks at the fan near the inactive button. Its blade will complete an electrical circuit and power the button, which you can push to open a door.

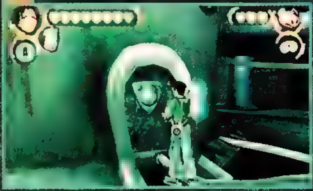
10 SMASH THE DYNAMO'S DEFENDERS





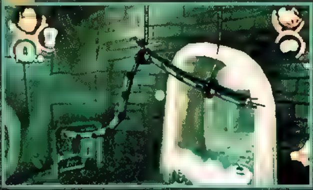
You'll enter a room with fuses attached to a dynamo. To get them, approach the Triangle Key then the dynamo switch to battle a mob of squat robots. Use Pey'j's ground pounds to throw the bots into the air, then strike them. (Swat one against the nearby electricity barrier to shut it down.)

11 FILCH THE FUSES



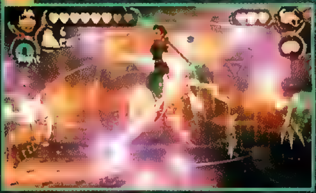
Grab the Active Principle (AP-1) from the opened room, then return to the dynamo. Use the Triangle Key to activate the button marked with a triangle—you'll power down the dynamo for a short time. Run to the back of the dynamo to pull out one fuse before the electricity comes back on. Use the key again before you try to reach and pull out the second fuse.

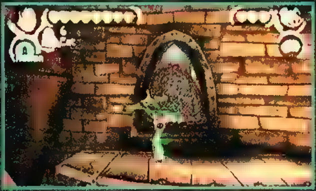
12 REPAIR THE MAIN ELEVATOR



Return to the elevator atrium and put one of the fuses into the wall socket. Then improvise a power circuit to the elevator by shooting a Gyrodisk at the wire that holds up the power cable. The cable will fall and siphon energy from the nearby electricity barrier. You'll have the elevator up and running at long last.

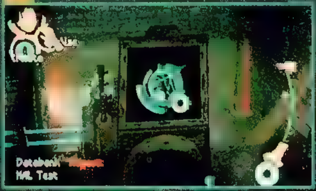
13 NEXT FLOOR, DOMZ

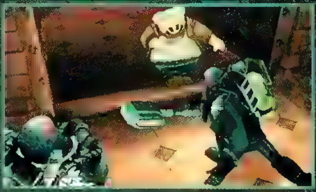




Ride the elevator to the top of the factory and ask Pey'j to help you press two door buttons in tandem. You'll then need to battle a DomZ crew, break through a grate and go solo without Pey'j to get your next pic of conspiracy evidence.

14 SAVE YOUR BACON?



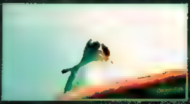


After you get a good shot at the dead end, you'll need to backtrack. As you approach, a nightmare will unfold. Alpha Sections guards will abduct Pey'j. You're too late to save him. You'll be stuck in the factory—alone!

ELUSIVE SHOTS EXPOSED!

As you pursue your mission to reveal the truth about the military, you'll continue snapping photos of new species that you encounter. You'll bump into or battle many of them. But quite a few are difficult to spot, and several require multiple steps to scare into plain view. We'll help you complete the gig by revealing the locations of 14 species.

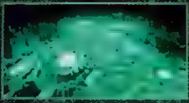
LIGHTHOUSE



LUTRA ERECTA

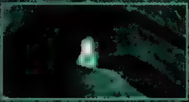
The two-legged otter is atop the lighthouse. To get the shot, power up the lighthouse's force field to extend the building's fins, then stand on a fin and use the zoom lens to snap the reclusive otter.

BLACK ISLE



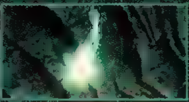
SPONGUS GLUANTEUS

The mines are full of glowing scenery, so you might mistake the glow-in-the-dark floor in the Ancient Mine section (near the pliers locker) for a mere backdrop. Take a pic of the spongy floor.



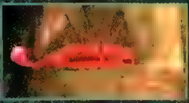
AMOEBA POLYPODIA

After you cut through the fence near the mine's entrance and blow the ramp loose to allow Pey'j to follow you, hop onto the fallen ramp. You'll see a small cave that hides two shy amoebae.



PLANARIA RUPESTRIS

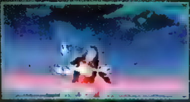
Pey'j will ground-pound a scale near the Amoeba Polypodia to launch you into a room. Climb onto the box in the room then kick the electrical plate to turn off the lights; you'll reveal a floating creature.



PAPILIO PILOSUS

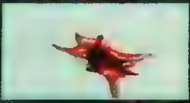
Using the pliers, cut through a fence near the Black Isle entrance to reach a duct. Walk to the end of the duct, then use your zoom lens to focus on the giant slug on the high ledge across from you.

PLANET HILLYS



MEGAPTERA BOREALIS/PURPUREA

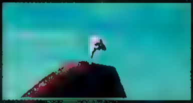
After the Factory mission, you can snap one whale species beyond the laser barrier near the lighthouse. Another swims beyond Black Isle. You won't need the Jump Kit to approach them, but it helps.



MANTA MAGNIFICENS/CYANEA

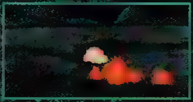
Two flying mantas appear after the factory mission. One is behind the lighthouse; the other's above the factory. After you have the Jump Kit, leap the nearby laser barriers to approach them.

FACTORY



AEDES RAYMANIS

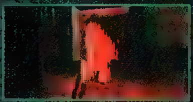
After you take a shot of the cow on the lab floor, zoom in on the cow's lips to find a miniscule creature. (Take a close look at it from all angles; you may develop a theory about how it got its name.)



BLABERA GREGARIA

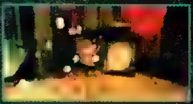
You'll find an orange mess in a bin. Drop a Starkos into the bin and shift quickly into camera view. You'll see the Blabera Gregaria inch toward the Starkos. Snap it before it runs off.

SLAUGHTERHOUSE



IGNIS IGNIFERA

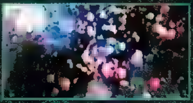
In the surveillance room, climb onto the gate then ask Double H to push the button that raises it. Run to the other side of the gate to reach the ventilation room. Shoot the furnace door to expose the Ignis.



TIMOREA SAPONIFERA

You'll see bubbles near the trolley entrance, but—as you approach—they'll jump behind a box. Use your Gyrodisks to blast the bubbles out of hiding. You'll have a split second to get your shot.

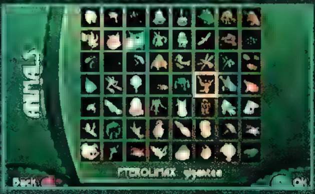
SPACE



MEGAPTERA ANAEROBIA

During your flight, you'll see a gigantic iceberg floating through space. Fire your lasers at it until the ice chunk crumbles, which frees the whale inside. Take a pic before you reach the moon.

YOUR FINAL REWARD



After you've snapped all 56 species and finished the seventh roll of film, you'll get a photo album that shows every shot you took. (Pearl-finding completists will also get a prize: a pearl-racing game.)

SHARPEN YOUR FOCUS

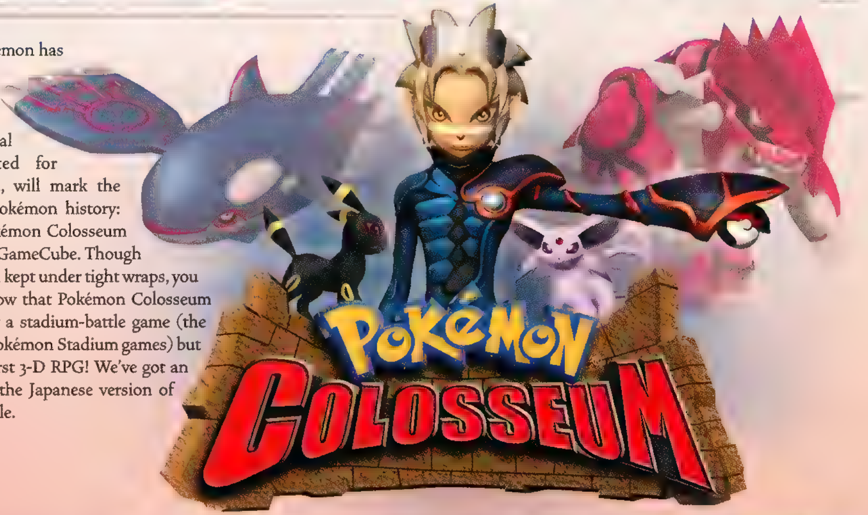
With Pey'j abducted, your suspicions about the Alpha Sections have been confirmed. You'll need to complete your fact-photographing mission then save Pey'j from the Alpha Sections—and help the IRIS Network ignite an uprising. No small feat. You've still got far to go on Hillys before you track the DomZ to their lair. Good luck. Only a lunatic reporter would dare the trip!

Pokécenter

Now that Pokémon Channel is lighting up the airwaves and EX Dragon is tearing up the TCG skies, there's major buzz in the air. And it'll soon be deafening.

MARCH 22: ENTER THE COLOSSEUM

The world of Pokémon has grown by leaps and bounds over the last year, but the monumental event now slated for March 22, 2004, will mark the biggest date in Pokémon history: the release of Pokémon Colosseum on the Nintendo GameCube. Though the game has been kept under tight wraps, you might already know that Pokémon Colosseum includes not only a stadium-battle game (the successor to the Pokémon Stadium games) but also Pokémon's first 3-D RPG! We've got an exclusive look at the Japanese version of the two-in-one title.



Major Surprises for Pokémon's 3-D RPG

Pokémon Colosseum's RPG is serious stuff, based in a new region unlike any place you've ever seen in the Pokémon world. The area is home to undeniable evil—a big first for the Pokémon game series. You've watched Ash take on terrible villains in the Pokémon movies; in Colosseum's RPG, you'll battle them yourself in an equally epic experience. The thugs routinely catch and corrupt Pokémon, and you'll tour through a harsh land to undo their evil.

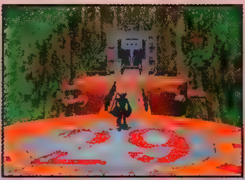
You'll travel a vast region that's plagued by problems.

As the Pokémon-rescuing hero, you'll speed around in an unusual vehicle.

The adventure begins in a derelict train engine on the edge of a town.

You'll learn from a diner owner that bad news is getting worse by the day.

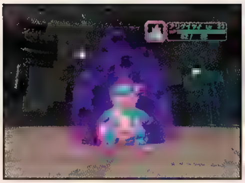
With a girl as your companion, you'll journey through a variety of areas.



You'll pursue the Pokémon-corrupting forces to the far corners of the region.

Pull Pokémon Back from the Brink

When you battle evil Trainers, you'll see Pokémon that have been corrupted by darkness. You bring them back to their senses and free their true personalities over a long process of encouragement and training. But first you must use the hero's Snag ability to steal Pokémon away from their Trainers—another big first for the Pokémon world.

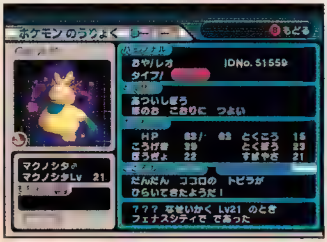


A dark aura surrounds corrupted Pokémon in battle.

Using your Snag ability, you'll take Pokémon away from evil Trainers.

You'll then be able to use snagged Pokémon as part of your own team.

A corrupt Pokémon will become agitated in battle—you can calm it with new Trainer techniques.



だんだん ココロの トビラが ひらいてきたようだ！

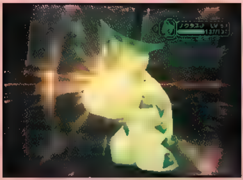
Over time and many battles, your good training will wear down a Pokémon's purple corruption meter.

Battle Mode Supercharges the Stadium

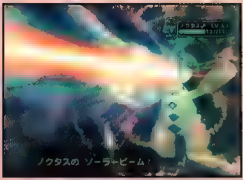
Drawing upon the GCN's power, Pokémon Colosseum's battle mode is far more realistic than the battles in the N64 Pokémon Stadium games. You'll use the Nintendo GameCube Game Boy Advance cable to send your team from your Pokémon Ruby or Pokémon Sapphire Pak to your GCN, then witness the true potential of your Pokémon team for the first time. There's never been anything like it.

True proportions rule like never before: Aggron towers over Cacturne.

Special effects are unbelievable. It's like watching a Pokémon movie.



You'll be stunned by battle graphics, whether Cacturne's powering up . . .



. . . or unleashing its megapower on your opponents!

Another Wave on the Way!

In Japan, Pokémon Trainers flooded stores on Nov. 21 to grab their copies of Pokémon Colosseum, and they couldn't be happier with the gigantic two-in-one title. Next month, you'll find out why when we dive even deeper into the future of Pokémon!

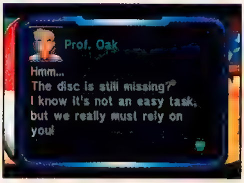
CALLING ALL TRAINERS!

We're bringing back our coverage of reader-submitted teams. To help Trainers everywhere prep for Pokémon Colosseum's high-stakes battles, send your strategies to Pokécenter!

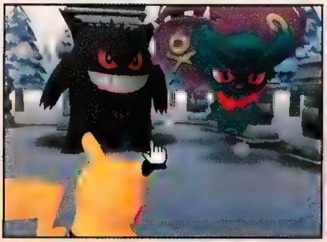
E-mail your teams and tactics to: pokecenter@nintendo.com

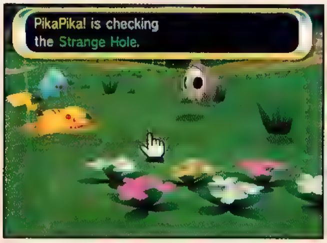
CATCH JIRACHI ON TV

Trainers reigned supreme with Mew and Celebi on their teams, but Jirachi promises to seriously shake things up. Though Jirachi hasn't been seen on anyone's team yet, you can catch a glimpse of the Steel-and-Psychic-type Pokémon in Pokémon Channel—if you can locate the missing fifth episode of *Pichu Bros. in Party Panic*. We'll spill all the beans about how to scare up the episode disc.

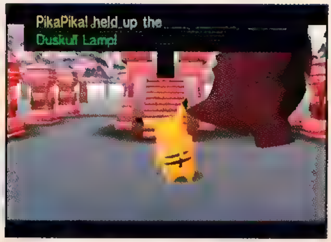

Prof. Oak
Hmm...
The disc is still missing?
I know it's not an easy task, but we really must rely on you!

POKéMON CHANNEL

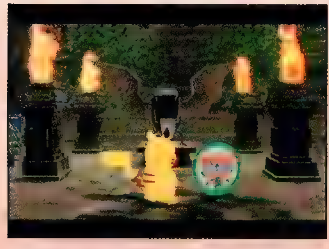

The disc is in the Ruins of Truth on Mt. Snowfall. You'll need to scare off Gengar to enter.

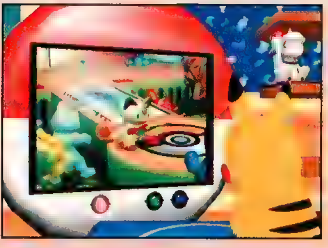

PikaPika! is checking the Strange Hole.

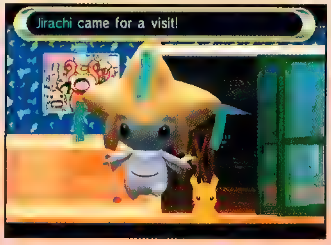
The Duskull Lamp will do the trick. Get it from Duskull in Springleaf Field by first fetching its ball.


PikaPika! held up the Duskull Lamp!

Return to the ruins with the Duskull Lamp. Gengar will be terrified of the lamp and run away.


Enter the ruins and visit its shrine, then answer its Pikachu-related question to get the fifth disc.


Watch the episode at home: you'll see the amazing computer-animated finale to the Pichu Bros. 'toon.

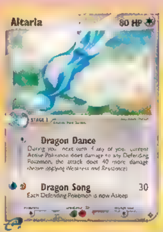

Jirachi came for a visit!

On the next day that you play Pokémon Channel, Jirachi will show up in your room with a special gift!

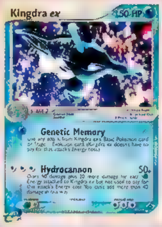
DRAGON RETALIATION

Trainers equipped with the new Pokémon-e TCG: EX Dragon preconstructed decks are now in possession of the FireFang deck's Salamence and the WindBlast deck's Flygon. Don't fall victim to the powerful dragons—unleash those found in the boosters!

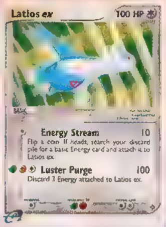
Pokémon e
TRADING CARD GAME
DRAGON
9 ADDITIONAL GAME CARDS


Altaria
80 HP
STAGE 1
Dragon Dance
Dragon Song 30
Each Defending Pokémon is now Asleep.

Altaria's Dragon Dance and Dragon Song can carve up the competition with big combo damage.


Kingdra ex
150 HP
Genetic Memory
Hydrocannon 50+

Kingdra ex can use moves from its Basic Pokémon and Stage 1 Evolution cards with its Genetic Memory.


Latios ex
100 HP
BASIC
Energy Stream 10
Flip a coin. If heads, search your discard pile for a basic Energy card and attach it to Latios ex.
Luster Purge 100
Discard 3 Energy attached to Latios ex.

Latios ex does 100 damage with Luster Purge. Its Energy Stream lets you fuel up from discards!

CARD COLOSSEUM

While many TCG Trainers prefer a direct assault, accelerating a powerful Pokémon into play, Pokécenter reader Rachael from Palmyra is one of those mysterious Trainers who deal in arcane strategy. Her Sundown deck is sneaky, attacking her foe's *hand*. If you ever face Rachael in a tournament, play your cards fast before she has time to evolve her Mightyena or Umbreon onto the field. They'll chew up your hand, and you'll lose your ability to put your strategy into action. Kudos to Rachael for thinking outside of the box—and for experimenting with Darkness-type Pokémon.

DECK NAME: *SUNDOWN*

TAUNT: *"IT MUST BE TOO DARK OUTSIDE. I CAN'T SEE YOUR STRATEGY!"*

3x	UMBREON	#41
4x	EEVEE	#63
2x	MIGHTYENA	#10
4x	POOCHYENA	#63
2x	SOLROCK	#13
4x	ARMALDO	#1
4x	ANORITH	#27
4x	CLAW FOSSIL	#90
3x	RARE CANDY	#88
2x	ENERGY RESTORE	#81
3x	PROFESSOR OAK'S RESEARCH	#149
3x	DUAL BALL	#139
16x	FIGHTING ENERGY	#105
4x	DARKNESS ENERGY	#93
2x	RAINBOW ENERGY	#95

To put teeth into her strategy, Rachael uses the Umbreon from Aquapolis. Its Dark Moon Poké-Power lets Rachael look at her foe's hand and shuffle his cards back into his deck. He draws as many as he loses, but Umbreon's move still leaves its mark. It's disruptive!

After Armaldo evolves into play, its Primal Veil Poké-Body prevents both players from using Supporter cards—a real hardship for players who rely on them!

Rachael uses two types of Expedition-set cards. Professor Oak's Research lets her shuffle her hand into her deck then draw five cards. Dual Ball lets her pull Basic Pokémon from her deck faster.

The rare Rainbow Energy card can power any kind of attack. It provides every type of energy—but only one type at a time.

Eevee
50 HP
Signs of Evolution
Quick Attack
10+

EEVEE #63

Eevee's the most versatile Pokémon in TCG. It can evolve into Umbreon, Espeon, Flareon, Jolteon and Vaporeon—all of which return in EX Sandstorm.

Rachael evolves her Eevee quickly with its Signs of Evolution move, which lets her select three cards that evolve Eevee directly from her deck.

Mightyena
70 HP
Intimidating Fang
Shakedown
40

MIGHTYENA #10

Rachael's Umbreon disrupts her foe's hand. Mightyena destroys it, card by card, with its Shakedown attack. After several hits, Rachael can maim her foe's hand.

Shakedown's downside is that it succeeds only if a coin flip comes up heads. The upside: it does 40 damage, and Rachael can pump it up with Darkness Energy.

ENERGY
Darkness Energy

DARKNESS ENERGY #93

Darkness Energy fuels moves like other Energy cards but adds a benefit for Darkness-types like Umbreon. Each card adds 10 damage to its attacks.

Solrock
70 HP
Solar Eclipse
Cosmic Draw
Solar Blast
40

SOLROCK #13

Foes shouldn't see Solrock as a ray of hope. It doesn't hit the hand, but its Cosmic Draw lets Rachael draw three cards if her foe has evolved Pokémon in play.

Card Key

- EX Ruby & Sapphire
- EX Sandstorm
- EB Expedition Base Set
- Aq Aquapolis

Send your deck strategies to pokecenter@nintendopower.com!

1. Use 60 cards to build your deck. You can't use more than four cards that have the same name—even if they have different art or powers.

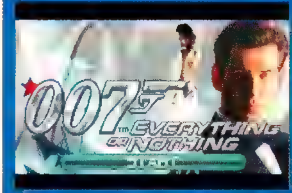
2. Balance your deck. If you're new to deck-building, use a traditional balance: 20-26 Pokémon cards, 10-16 Trainer cards and 24-28 Energy cards.

3. Name your deck. Whether you call your deck something funny or frightening, make the name sum up the deck's strategy.

4. Create a taunt (optional). It's immature, but we like to get in our opponent's face each time our deck wins a battle.

IF YOU CAN'T GET ENOUGH OF WITTY ONE-LINERS AND SECRET GADGETS, TURN TO MR. BOND.

007 EVERYTHING OR NOTHING



Electronic Arts's new techno-thriller, James Bond 007: Everything or Nothing, has arrived on the GBA. Take the palm-sized powerhouse for a spin while you wait for the GCN version in March.

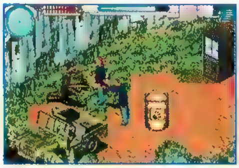
TEEN
T
CONTENT RATED BY ESRB

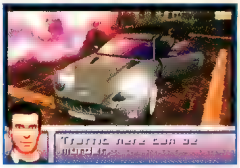
Suggestive Themes
Mild Violence

EVERYTHING OR NOTHING Interactive Game (all object code, all other software components, and certain audio visual components only) © 2003 Electronic Arts Inc. All rights reserved. EVERYTHING OR NOTHING Interactive Game (certain audio visual components) © 2003 Danjaq, LLC, and United Artists Corporation. All rights reserved.

FROM EA WITH LOVE

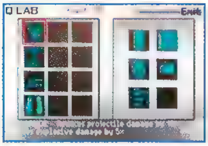
Bond is a jack-of-all-trades. When you're not sneaking past guards or engaging in a third-person shoot-out, you'll be driving a high-tech car or battling a buddy in multiplayer mode. There's also connectivity with the GCN version and even blackjack!





UPGRADES ARE FOREVER

When you complete a mission, you'll earn Style Points that you'll use to purchase new tools and gadgets. We've listed our favorite upgrades below.



SHOES

Purchase new shoes to make James run faster. It's an invaluable skill for sneaking up on baddies or fleeing from a tough fight.

BODY ARMOR

You can't go wrong with better protection. The vests protect you from both projectiles and explosions.

HYDRAULIC RELOADER

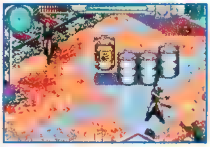
The reloader lets you shoot 15 percent faster. Other helpful gun upgrades are the High Capacity Magazine and the Weighted Handle.

MOLECULAR ENHANCER

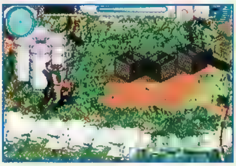
The most expensive upgrade at 800 points, the enhancer uses nanobot technology to restore lost health gradually.

DR. NO WORRIES

While each of the missions in Everything or Nothing presents its own challenges, there are some general tips that you should consider before jetting off to save the world from a madman.

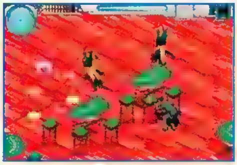


SNEAKING



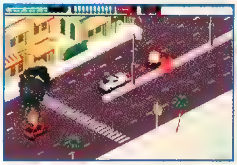
The top left-hand corner of the screen contains your radar and your Alert Meter. Arrows on the radar indicate the direction that guards are facing, while the Alert Meter shows when you are about to be spotted.

FIGHTING



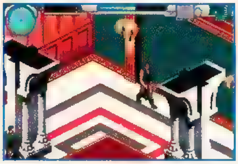
Stay crouched when you're in a firefight—you'll be slower, but much harder to hit. Also try to shoot enemies with the R Button. You'll be able to hit them from farther away and with greater accuracy.

DRIVING



Enemy cars will keep coming, so put the pedal to the metal! Use your oil slick (R Button) to eliminate trailing foes, and your guns for those ahead of you. Save the missiles for your main target.

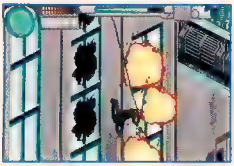
MOVING



The R Button does more than aim—it also lets you look down hallways and see what the guards are up to. All enemies travel in a set pattern, so move slowly and attack when their backs are turned.

SAHARA DESERT

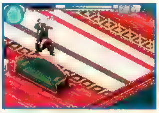
As James Bond, you must save the world from a crazed billionaire who wants to control nanotechnology. You'll earn Style Points by completing primary and secondary objectives. Though secondary objectives are optional, you should complete them all to earn the precious points.



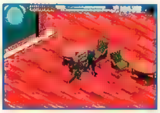
The first level is very short—just run and gun your way through the guards, then rappel down the side of a burning building. (Hey, we didn't say it was simple!) Look for the Mac-10 guns that guards drop. You can fire such weapons by holding down the A Button.

CAIRO CASINO

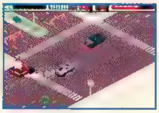
Your primary objective is to retrieve a party invitation from a guest named Antonov. To complete the secondary objective, you must take out five guards by using stealth.



To disable a guard with your fists, sneak up behind him and press the B Button. If he doesn't see you, it'll count as a stealth hit.

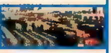


If you are spotted, crouch behind whatever cover you can find—including tables and pillars—and shoot it out.

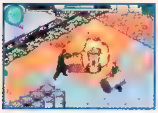


The level ends with a high-speed car chase. Use missiles on the fleeing car, and shoot other vehicles to find additional ammo.

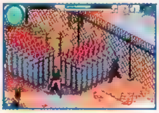
CAIRO TRAINYARD



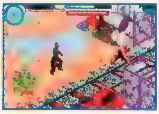
You must use a chemical analyzer on four dust piles to find proof of toxic substances. The secondary objectives are to disable six guards with stealth and to find three pieces of a data disk.



If you shoot a barrel, it will explode. You can find upgrades (and data-disk pieces) inside many barrels—stand back when you look!



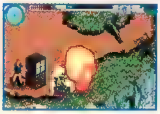
One of the data disk pieces is in a barrel behind a red-and-gray fence. Toss a grenade at the barrel to free the disk.



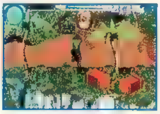
The final battle is against Jaws. Wait for him to toss barrels and run after you, then shoot a barrel when he approaches it.

PERUVIAN JUNGLE

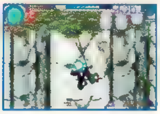
Enter a guerrilla camp, hack three computers and destroy some weapons. Secondary objectives are to disable six guards by using stealth and to blow up four communication dishes.



Each communication dish is next to a barrel. Shoot the barrel to take out the dish. The last dish is near the final computer terminal.



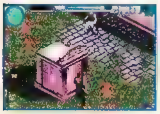
It's easy to miss the dishes. If you reach the computer terminal before finding three dishes, turn around and look some more.



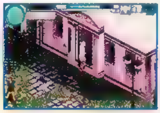
When you rappel down the cliff, stop and take out the flying robots. If you don't, they'll just keep following you.

NEW ORLEANS

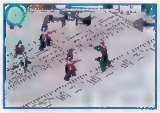
Your primary objective is to enter Diavolo's HQ and gather intelligence. You can also alert fewer than five guards in the graveyard and find six pieces of a data disk to earn bonus Style Points.



Stay behind crypts to avoid guards. Four pieces of the data disk are in the graveyard. The remaining two are on the first floor of the HQ.



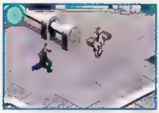
When you reach the HQ's front door, you must wait for a scientist to open it, then follow him inside. You have 15 seconds—move fast.



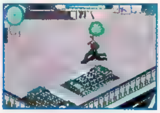
After you turn on the elevators, you'll enter a running gun battle. Take out groups of enemies with grenades for extra Style Points.

PERU FACILITY

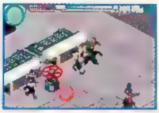
Infiltrate a platinum-manufacturing plant and find out what happened to a missing CIA agent. To complete the secondary objective, use stealth to disable six guards.



It's a lot easier to take out the nanobot-enhanced guards with a stealth takedown, as they can withstand multiple handgun shots.



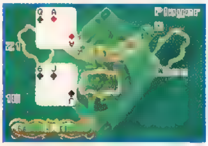
The CIA agent set explosive charges before she left, and they will cause a massive gas leak that slowly saps your health.



Turn off the gas at the source—a large red wheel. Also look for medical kits on the walls of the lab. You can claim them with B.

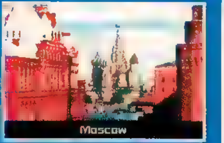
THE EXTRAS ARE ENOUGH

Multiplayer mode lets you take on a friend in a firearm free-for-all. When you've earned 2,500 Style Points, you can unlock blackjack, the card game of champions. And as for connectivity . . . well, you'll have to wait until the release of the GCN version.



FOR YOUR THUMBS ONLY

You aren't done yet. Despite giving it your globetrotting best, you still have to enter the lion's den in Moscow, Russia, and save the world once and for all. It will take a golden eye for gameplay to avoid dying another day!



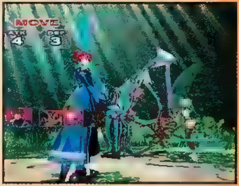
EPIC CENTER

If we combined all the great games in this month's Epic Center, we'd end up with Phantasy Gate III: A Wonderful Life. But that makes no sense, so we'll curb our enthusiasm and take a look at the titles one at a time.

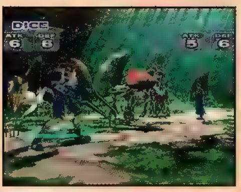
EPIC NEWS

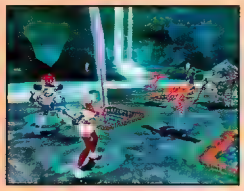
Phantasy Star Online Episode III: C.A.R.D. Revolution

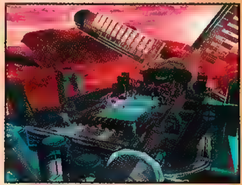
Recently Nintendo Power had a chance to sit down with Yuji Naka and talk shop. Mr. Naka is the creator of Phantasy Star Online (as well as NiGHTS into Dreams, Sonic the Hedgehog and Billy Hatcher & the Giant Egg), and he has big plans for the GCN exclusive title, Phantasy Star Online Episode III: C.A.R.D. Revolution. The new title, due in the spring, replaces the real-time combat system of PSO I & II with a turn-based, card-battling system. Mr. Naka promises that the game will be the last one in the Phantasy Star series, and that it will wrap up all the loose ends and nagging questions that have sprung up over the life of the series. And as if that weren't enough, we also learned that Sega is planning to release Phantasy Star Online Episode I & II Plus—a revamped version of the GCN classic. It will include downloadable GBA games, new locations and quests that were previously available only as online missions. PSO I & II Plus should hit stores around the same time as PSO III—which means you can look forward to lots of amazing online action. Keep your Hunter eyes peeled for NP's preview of PSO III next month, but don't look so hard that you miss the amazing screenshots on this page!

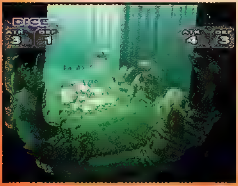

MOVE
ATK 4
DEF 3

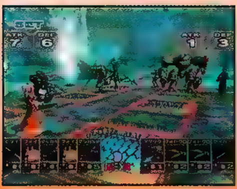
OK! Come on!
Challenger Wanted!
Can I join the battle?

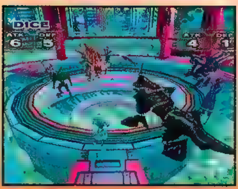

DICE
ATK 6 DEF 6
ATK 5 DEF 6






DICE
ATK 3 DEF 1
ATK 4 DEF 3


SET
ATK 7 DEF 6
ATK 1 DEF 3


DICE
ATK 6 DEF 5
ATK 4 DEF 1

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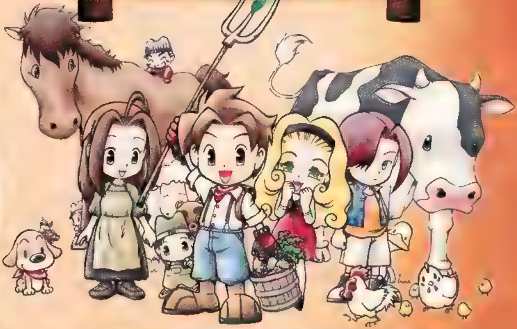
HU
キャンセル

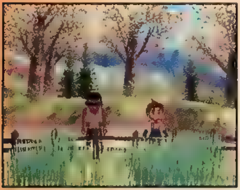
EPIC PREVIEW

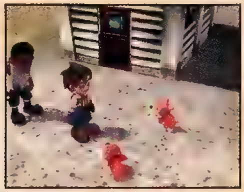
HARVEST MOON

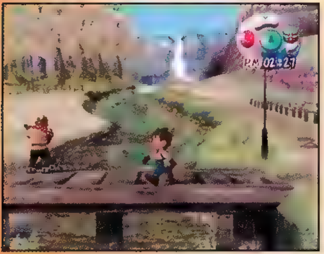
A Wonderful Life

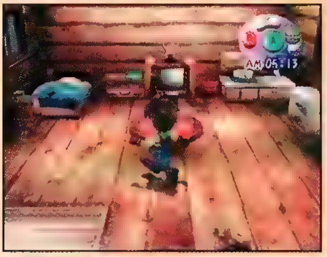
Oh, sweet, sweet Harvest Moon! Soon we'll have girls on the GCN, crops on the console, farming on the flat-screen . . . well, you get the idea. The good folks at Natsume have set a tentative release date of February for Harvest Moon: A Wonderful Life, and they've slipped us an early English version—needless to say, we've been doing nothing but playing it for the last few days. Hopefully the shots below (are they beautiful or what?!) will tide you over until next month, when we'll present an exclusive preview of A Wonderful Life.

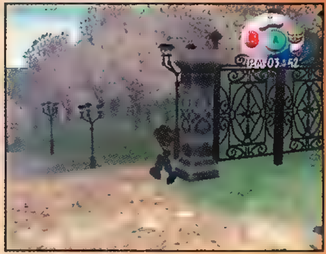


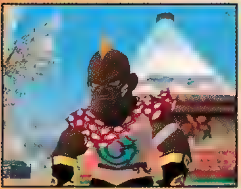


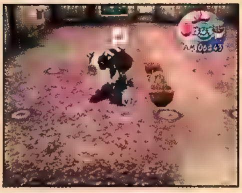


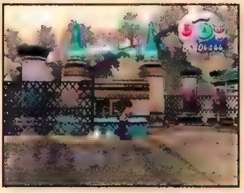


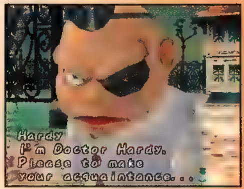




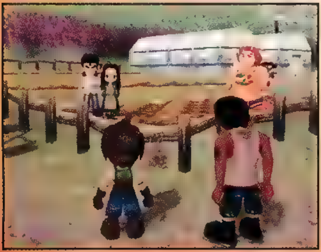


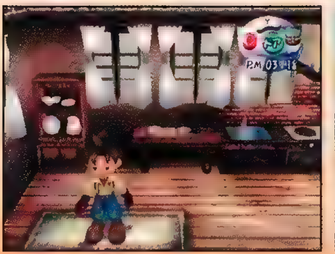


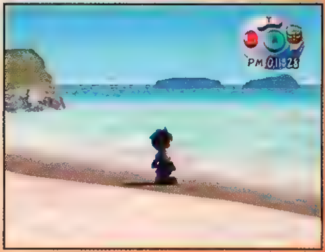




Hardy
I'm Doctor Hardy.
Please to make
your acquaintance...



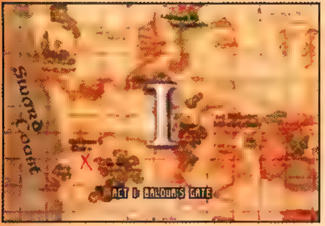




EPIC PREVIEW

The GBA version of Baldur's Gate: Dark Alliance is on the way! We'll cover the missions in depth next month, but for now take a sneak peek at the three classes you can use. We list their starting stats and skills, along with our tips for where you should spend your hard-earned experience points.

FORGOTTEN REALMS
Baldur's Gate™
DARK ALLIANCE™



FIGHTER

The fighter is a brawler first and foremost. He can use any kind of weapon or armor, and as a result is the easiest character for beginners. A well-designed fighter (with a sky-high Strength) can also carry more than anyone else—which makes it easy to rack up gold by selling the spoils of war at local shops.

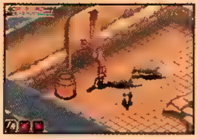
STARTING STATS

STARTING STATS	
STRENGTH	12
DEXTERITY	10
INTELLIGENCE	8
WISDOM	9
CONSTITUTION	13
CHARISMA	8

STRENGTH

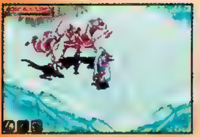
The higher your Strength, the more you can carry. Your Strength also helps determine the amount of damage you can inflict on an enemy.

CONSTITUTION



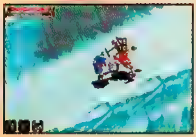
Constitution translates into health points. The higher your Constitution, the more damage you can take before keeling over.

COMBAT AURA



Combat Aura covers your fighter in a brilliant glow, granting him extraordinary attack and defense powers for a short time

EARTHQUAKE



The Earthquake move lets you strike the ground with a weapon, damaging all enemies in the area. It can be used only with a two-handed weapon.

SKILLS

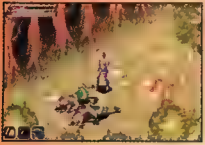
- COMBAT AURA
- EARTHQUAKE
- ACCURACY
- TARGETING
- ENCHANT ARROWS
- DODGE
- ENDURANCE
- TOUGHNESS
- WILLPOWER
- MEDITATION
- INTEST. FORTITUDE
- DEATH BLOW
- IMPROVED CRITICAL
- IMPROVED BLOCK
- SHIELD EXPERT
- SWORD & FIST

IMPROVED CRITICAL

Improved Critical increases your chances of landing a critical hit—which doubles the damage.

WIZARD

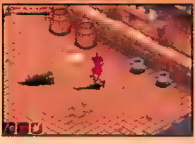
The wizard is the hardest character for newcomers to use. Low Strength and Constitution mean that you'll often run out of health, but you can make up for it with high Intelligence and a huge array of devastating spells. The wizard also needs a lot of Rejuvenation Potions, which tend to weigh him down.



STARTING STATS

STRENGTH	11
DEXTERITY	12
INTELLIGENCE	15
WISDOM	10
CONSTITUTION	11
CHARISMA	13

INTELLIGENCE

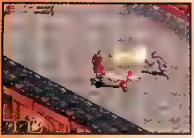


As your Intelligence grows, so will your energy meter—which means that you can cast more spells before having to drink a potion.

CHARISMA

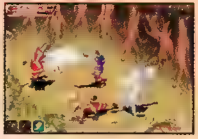
Since your wizard doesn't have great Strength, you won't be able to carry much booty to the shop. A high Charisma will ensure that you get good prices.

BURNING HANDS



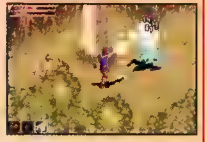
You begin the game with some skill in the Burning Hands spell—keep boosting it. Many enemies will stay on fire once lit.

SNOWBLIND



Snowblind strikes enemies with a cone of intense cold. If you get a good hit, your foes may be frozen solid—at which point you can shatter them.

LIGHTNING BOLT



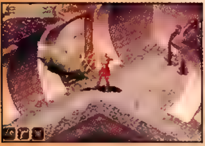
Lighting costs a lot of EP, but it's worth it. The powerful spell can strike multiple monsters and fell even the most powerful in a few seconds.

SKILLS

MAGIC MISSILES
BURNING HANDS
MELF'S ACID
FIREBALL
SNOWBLIND
LIGHTNING BOLT
OTILUKE'S ICE
ACCURACY
TARGETING
WILLPOWER
MEDITATION
INTEST. FORTITUDE

ARCHER

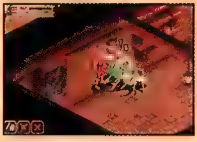
The Archer is a master of long-distance strikes, but he can also handle a sword like a pro. There isn't a wide selection of powerful bows until you're far into the game, so get a good melee weapon and learn some of the better offensive arrow-magic skills listed below.



STARTING STATS

STRENGTH	15
DEXTERITY	13
INTELLIGENCE	9
WISDOM	11
CONSTITUTION	12
CHARISMA	9

DEXTERITY

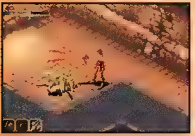


A high Dexterity increases your chances of striking a target as well as dodging incoming blows. It's invaluable for the archer.

WISDOM

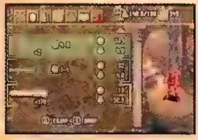
Wisdom is handy for anyone. You will receive more EP for each enemy you defeat if you have high Wisdom—which means you'll level up faster.

HAIL OF ARROWS



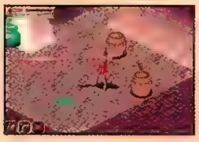
Rain destruction on your foes with the Hail of Arrows—a skill that lets you launch multiple arrows at once. It's great for groups of enemies.

ARCANE QUIVER



Arrows are heavy, and you'll have to lug a ton of them around. Reduce the burden with Arcane Quiver—it makes missiles as light as a feather.

ENCHANT ARROWS



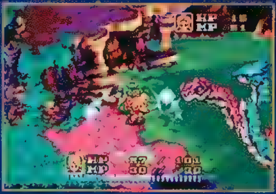
Every arrow you fire will gain a slight magical bonus with the Enchant Arrows skill. The more EP you invest, the more damage the arrows will do.

SKILLS

FLAME ARROWS
ICE ARROWS
SHOCK ARROWS
HAIL OF ARROWS
EXPLODING ARROWS
ACCURACY
TARGETING
ARCANE QUIVER
ENCHANT ARROWS
DODGE
DEFLECT MISSILES
ENDURANCE
TOUGHNESS
WILLPOWER
MEDITATION
INTEST. FORTITUDE
COMBAT REFLEXES
DEATH BLOW
IMPROVED CRITICAL

THE LEGEND UNFOLDS IN THIS MONTH'S CONTINUING SWORD OF MANA COVERAGE.

SWORD of MANA™



Of course I am!
Draw your sword, Dark Lord!
You'll pay for my parents!

ON TO WENDEL

Last month our Sword of Mana coverage left off at Vinquette Hall after your victory over Count Lee. You'll use the Salamander spirit that you freed from Vinquette Hall to enter your next destination, the Marsh Cave. We'll take you all the way through Wendel this month—let the journey begin!

EVERYONE
E
CONTENT RATED BY
ESRB
Fantasy Violence

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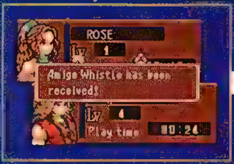
CALLING ALL AMIGOS

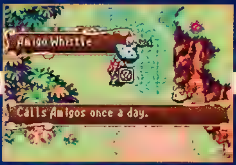
Link up with friends who have a Sword of Mana Game Pak (via a Game Link cable) to exchange game info. Each friend with whom you swap info will be registered as your Amigo. The more Amigos you have, the more powerful your Amigo attacks will be!

CONNECTING


ROSE
Lv 1
Amigo Whistle has been received!
Lv 4
Play time 00:24

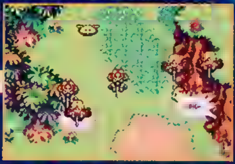
You can link up with a friend via a Game Link cable (each player needs a Sword of Mana Pak and a GBA). Select Communication from the title screen and press Start. You'll get the Amigo Whistle to call your Amigos in battle.

AMIGO WHISTLE


Amigo Whistle
Calls Amigos once a day.

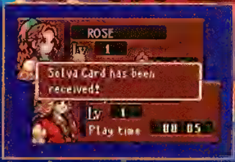
The first time you trade Amigo data with a friend, you'll get the Amigo Whistle. Use it to call your Amigos to aid you in battle. You can use the Amigo Whistle once per game day to summon your Amigos.

WHISTLE TIMING



Since you can summon Amigos only once per day, timing is important. Use the Amigo Whistle when there are many monsters around—they'll appear and pounce on all foes in the area. The damage they do is relative to your level.

SUMMONS CARDS


ROSE
Lv 1
Solva Card has been received!
Lv 1
Play time 00 05

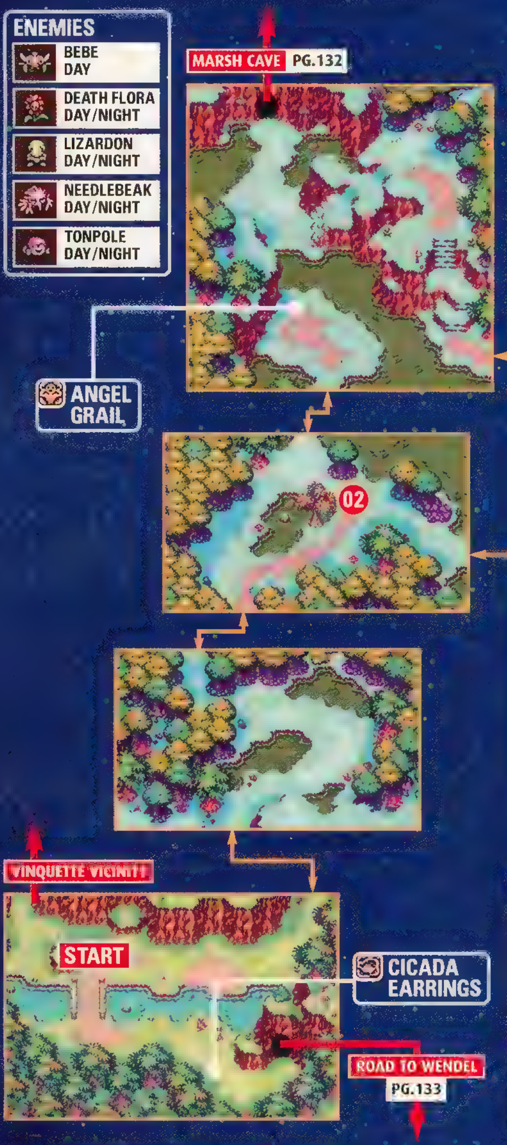
You can collect seven Summons Items by gathering many Amigos. Each of the Summons Items calls one of the seven elemental Wisdoms to aid you in battle. Gather five Amigos to earn the first Summons Item.

VINQUETTE VICINITY & SCALY LAIR

After you leave Vinquette Hall, head for Marsh Cave. Travel south through Vinquette Vicinity, then north through Scaly Lair to reach the cave's entrance. You'll encounter some new enemies in Scaly Lair—take the time to do some training before entering Marsh Cave.

ENEMIES

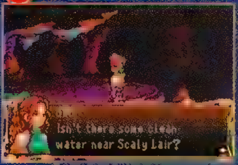
BEBE	DAY
DEATH FLORA	DAY/NIGHT
LIZARDON	DAY/NIGHT
NEEDLEBEAK	DAY/NIGHT
TONPOLE	DAY/NIGHT



UNDINE SPIRIT

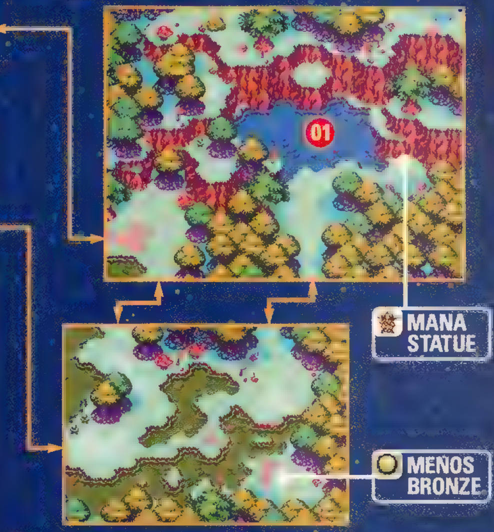
After you defeat Hydra in Marsh Cave, you'll find a weakened Undine spirit. Undine's attack magic is a water blast that may cause SnowMan status. Her defense magic, BubbleBoat, summons a protective bubble.

01 CURE THE UNDINE SPIRIT

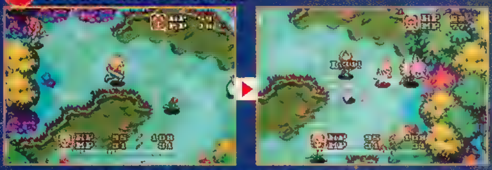


Isn't there some clean water near Scaly Lair?

When you find the Undine spirit in Marsh Cave, she will be weak from the toxic water. Take Undine to the healing waters in Scaly Lair to cure her. The lively water spirit will add two new water-based spells to your arsenal.



02 TRAINING TIME!

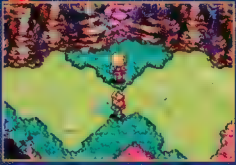


Vinquette Vicinity and Scaly Lair are great places to level up your characters and weapons. Switch between weapon types to strengthen your attacks with each. Defeat all the monsters in an area before you leave. Level up your characters before you enter Marsh Cave.

MARSH CAVE

Marsh Cave is a large, mazelike area full of poisonous water and dangerous creatures. Inside the cave, you'll find the flail and the Moon Mirror on your way to face the fierce Hydra.

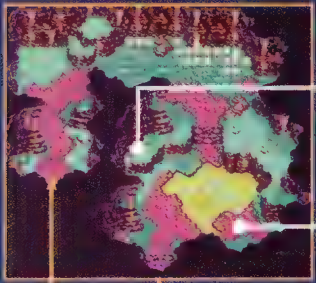
03 SALAMANDER'S FIRE

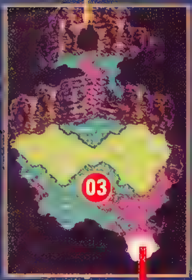


A stone seal blocks the path that leads into Marsh Cave's depths. The only way to break the seal is with fire magic. Equip the bow (the sword's magic form doesn't have enough range) and use Salamander's attack magic to destroy the seal. Walk up the path to enter Marsh Cave.

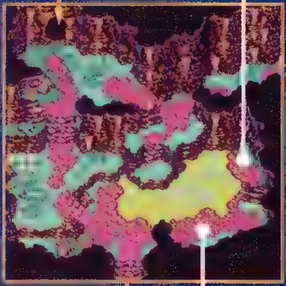
ENEMIES

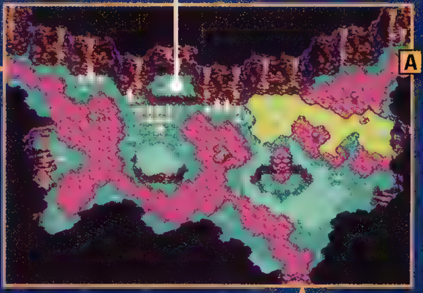
DEATH FLORA NIGHT	DUCK GI DAY/NIGHT	LAND LEECH DAY/NIGHT
LIME SLIME DAY/NIGHT	LIZARDON DAY/NIGHT	TONPOLE DAY/NIGHT



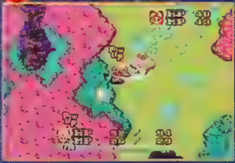


SCALY LAIR PG.131

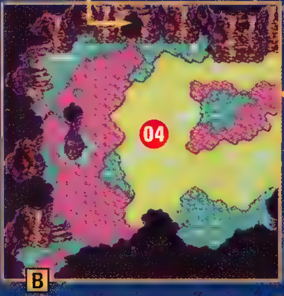


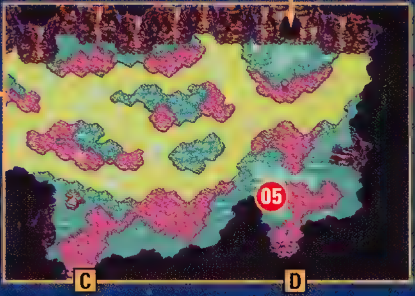


04 METABALL

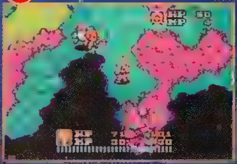


The Metaball at point 04 is vulnerable to Slash damage. Use the hero's sword to destroy the Metaball, then cross the lily-pad platforms over the marsh water.



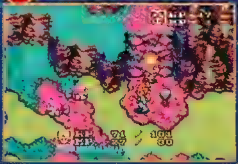


05 LANDSLIDE

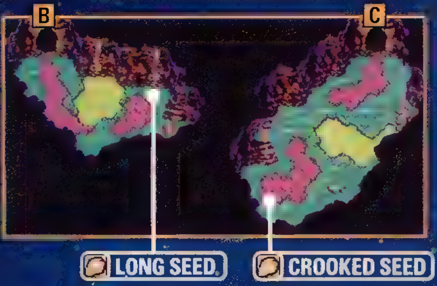


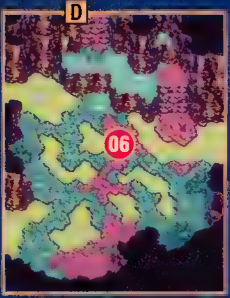
When you reach point 05, a landslide will make your character fall into the area at point 06. You will be trapped there until you get the flail from defeating the Duck Gis. Use the flail to grapple the posts and exit.

06 GRAPPLE ACROSS

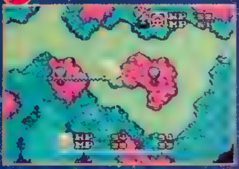


Use Salamander's PowerUp spell to boost your attack power, then dispatch all of the Duck Gis at point 06. The last enemy will yield the flail. Use the tool to grapple posts and destroy enemies such as Lime Slimes and Land Leeches.

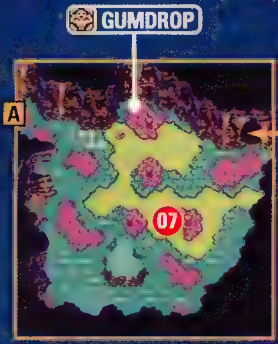

B
C
LONG SEED
CROOKED SEED

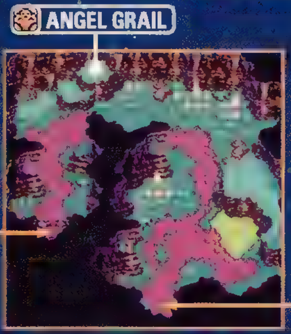


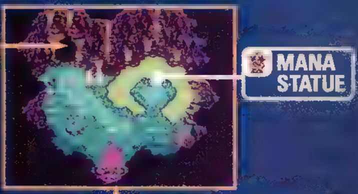
07 GET THE FLAIL

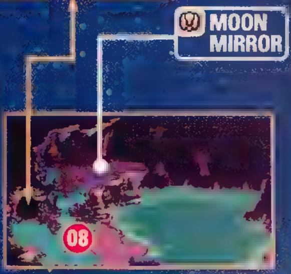


After you get the flail at point 06, backtrack through Marsh Cave to reach Hydra. Use the flail to grab onto posts. With the flail you can grapple across areas of water that are too wide to jump over, and reach new areas of the cave.

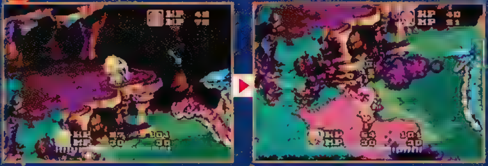

GUMDROP
A
07


ANGEL GRAIL


MANA STATUE


MOON MIRROR
08

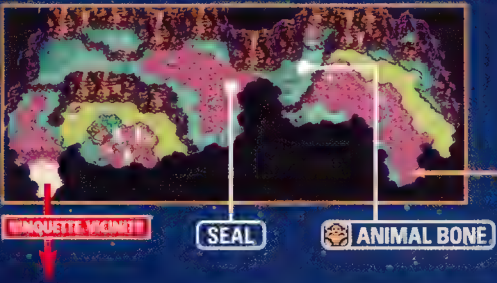
08 BATTLE HYDRA

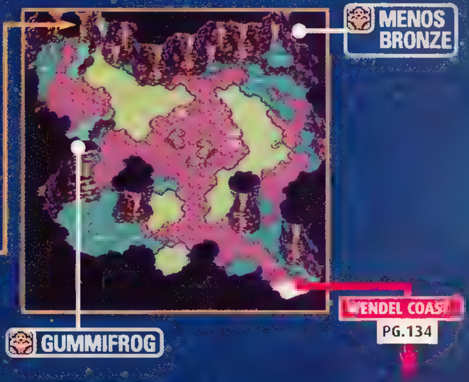


After you pick up the Moon Mirror, the two-headed serpent, Hydra, will appear. Either use Salamander's PowerUp support spell and attack the beast with the bow, or equip the bow and use Salamander's attack spell to defeat Hydra.

ROAD TO WENDEL & WENDEL COAST

Exit Marsh Cave and cure Undine in Scaly Lair (see tip 01 on page 131). Travel south to Vinquette Vicinity and enter the Road to Wendel. Use Undine's attack magic to break the seal that blocks the path.


VINQUETTE VICINITY
SEAL
ANIMAL BONE

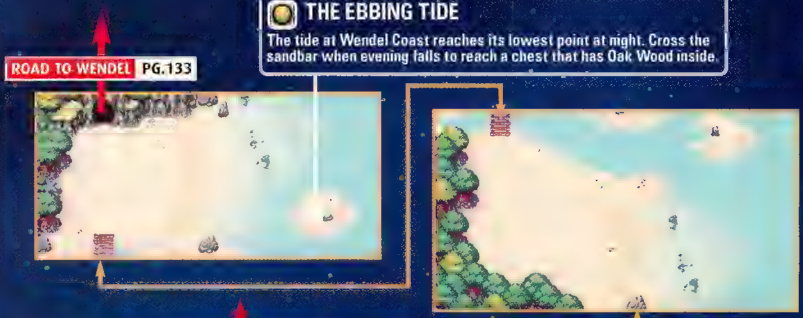

MENOS BRONZE
GUMMIFROG
WENDEL COAST
PG.134

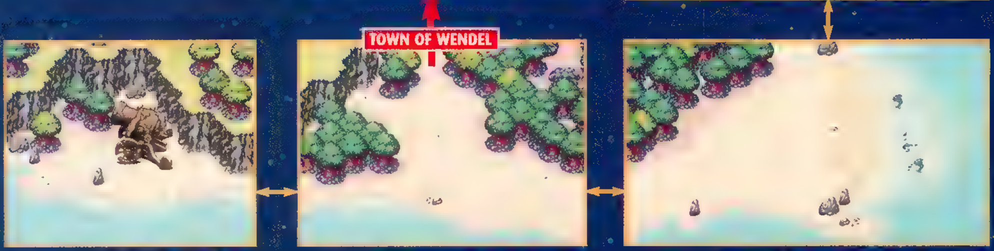
ENEMIES

DUCK GI	DAY
IFFISH	DAY/NIGHT
LAND LEECH	DAY/NIGHT
NEEDLEBEAK	DAY
PINCHER CRAB	DAY/NIGHT

THE EBBING TIDE

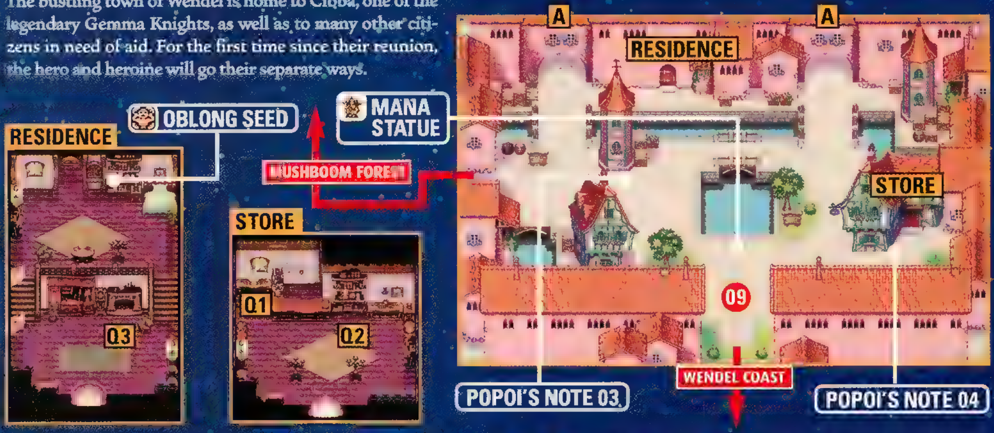
The tide at Wendel Coast reaches its lowest point at night. Cross the sandbar when evening falls to reach a chest that has Oak Wood inside.


ROAD TO WENDEL PG.133


TOWN OF WENDEL

TOWN OF WENDEL

The bustling town of Wendel is home to Cibba, one of the legendary Gemma Knights, as well as to many other citizens in need of aid. For the first time since their reunion, the hero and heroine will go their separate ways.


OBLONG SEED
MANA STATUE
RESIDENCE
MUSHROOM FOREST
STORE
01
02
03
A
A
RESIDENCE
STORE
09
POPOI'S NOTE 03
WENDEL COAST
POPOI'S NOTE 04

09 FORESHADOWING

I'll meet Master Cibba
and hear all about
the Sword of Mana.

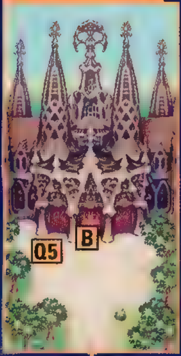
When you enter Wendel, the hero and heroine will discuss who they want to find in town. They'll explore the town together, but when you reach Wendel Cathedral (see tip 12 on page 135), the story will branch off as the hero and heroine take separate paths.

HEROINE'S STORY

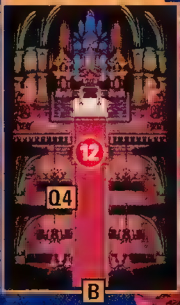
That'd be me. I'm Cibba.

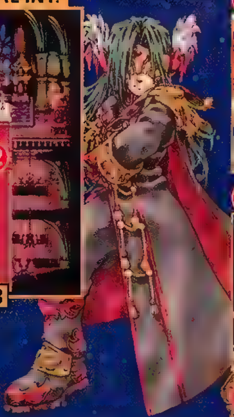
The heroine's story splits off from the hero's when you visit Wendel Cathedral. She'll surrender herself to Dark Lord, who will escort her to a massive airship. If you're playing as the heroine, visit Wendel blacksmith shop before going to the cathedral—Watts will give you the sickle.

CATHEDRAL EXT.

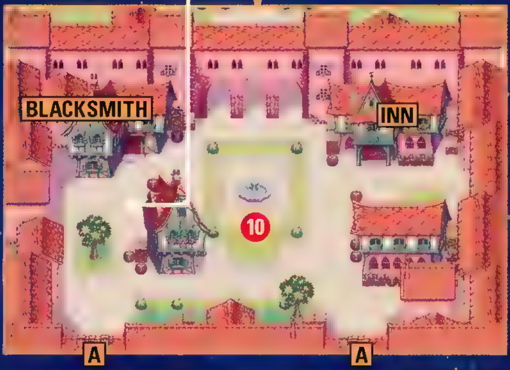


CATHEDRAL INT.





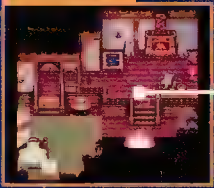
POPOI'S NOTES 19 & 20



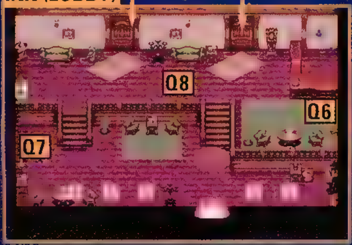
INN (LEFT ROOM)

INN (RIGHT ROOM)

BLACKSMITH



INN (LOBBY)



10 THE MINSTREL'S SONG

Wendel Gentleman:
Great song!

Go to the fountain in the center of town to find a talented minstrel performing for a small crowd. Listen to Lester's ballad, then talk to him to learn more about the history and influence of music and about his plans to go to Granz Castle to sing.

11 DISCUSSION WITH DEVIUS

If the minstrels rise up,
they can stir the hearts
of the people.

After you see Devius at the fountain with Lester, find him at Wendel Inn. Talk to Devius about why Lester may be in danger if he goes to Granz Castle to sing. You'll also learn more about why Dark Lord fears the minstrels' musical power.

12 CATHEDRAL CONFRONTATION

I told you [illegible]
Folks protected by the
Goddess don't die easily!

Enter Wendel Cathedral to meet Cibba the sage. The story will unfold slightly differently depending on whether you are playing as the hero or the heroine. Dark Lord will storm the cathedral during your talk with Cibba and take the heroine to his airship.

11 DEVIUS'S REQUEST

That reminds me.
Could I ask you to
set my birds free?

After the hero and the heroine are split up, talk to Devius outside the inn. He'll inform you that he's leaving Wendel and will ask you to free the caged birds in his room in the inn. Do as he asks to trigger an automatic cinema sequence.

TEMPER ARMOR & WEAPONS

Menos Bronze × 2
Dolphin Squash × 1

You can temper your weapons and armor at any blacksmith shop. Select the item you want to temper, then give the smith a fruit or vegetable that you grew at a hot house—he'll temper the item with it.

WENDEL SUBQUESTS

Q1 In the Wendel general store, Denton will pay you three Dudbears' Gold coins in exchange for the Black Mask.

Q2 Again in the general store, Dohmi will ask you to hand out leaflets to advertise his shop. Pass out all 15 leaflets.

Q3 If you got the barbecued newt from Luke in Topple, a woman in Wendel will send you to Navali at the blacksmith's shop.

Q4 After the Wendel Cathedral services resume, give one of the parishioners 10 Chocolumps to get a piece of Dudbears' Gold.

Q5 After talking with Cibba, you'll witness a robbery near the cathedral. Return the stolen pendant to get the Tiny Tapper.

Q6 Talk to the soldier during the day, then guide him to the Mana followers at night (at point Q3) to earn your reward.

Q7 Talk to Emerile about her missing knife, then speak to the dwarven blacksmiths about Dofar. Find Dofar upstairs at the inn.

Q8 In the inn, Vega will pay you 100 lucre for the Glittering Sword. Defeat Pincher Crabs on Wendel Coast to find the blade.

UNDERGROUND & IN THE CLOUDS

After Dark Lord and his soldiers storm the town of Wendel, the heroine will be taken prisoner aboard his airship and the hero will strike out on an underground adventure with the dwarf Watts. The parallel stories will join again later.

MUSHBOOM FOREST & DWARF CAVE

As the hero, travel west through Mushboom Forest. Use the flail to grapple across the river to reach the Dwarf Cave. Talk to the dwarven smiths to learn about the abandoned mine and Watts the dwarf, who went there to search for Mythril.

ABANDONED MINE

Trek to the northeastern point of Mushboom Forest to find the abandoned mine and Watts. Inside the mine, you'll get the sickle (a new Slash weapon). Defeat Ankheg's servant, who guards the Mythril.

GAIA CAVE

Travel west through Mushboom Forest after you have the Mythril to reach Gaia Cave. Inside free Gnome, the earth spirit, then use his magic to break the stone seal that blocks the path to the Lake Vicinity.

LAKE VICINITY & AIRSHIP

Exit Gaia Cave and travel west through the Lake Vicinity to join up with Cibba and find the airship. Defeat the guards at the airship entrance to earn the knucks, your first Bash-type weapon.

AIRSHIP SOUTH ROOM

As the heroine, speak to Marley, the woman who shares Lady Granz's quarters with you on the airship. Explore the room to find Lady Granz's diary on the table. Read the diary, talk to Marley, then check the diary again to discover a way out.

AIRSHIP NORTH ROOM

After you break out of your room, go north and talk to Isabella in the ship's northeastern room. Listen to her conversation with Dark Lord, then head south to find Sir Bogard disguised as a Realm Guard.

AIRSHIP MAIN CABIN

With Sir Bogard, vanquish all the enemies in every area. You'll find the Knucks and the Control Room Key by defeating every guard and beast. Switch to Sir Bogard to make quick work of your foes with his sword.

CONTROL ROOM & MENOS OUTSKIRTS

After you've found the Control Room Key, enter the control room and defeat the enemy inside to free Gnome, the earth spirit. The airship will make an emergency landing in Menos Outskirts.

CHOOSE YOUR PATH

As your character grows, you will train in different classes. After you train in one class five times, your class will change and your path will be set. The training path you choose will affect your character's stats and abilities. Each initial class, such as Warrior, branches off twice. For example, after you train your Fighter skills five times, you will become a Warrior. As a Warrior, train your Warrior skills 10 times and Sage skills five times to become a Knight. The chart below shows each class's training path.

WARRIOR	Warrior	Monk	Magician	Sage	Thief	Random	**NEW CLASS**	**ABILITIES**
FIGHTER (5)	10	–	–	–	–	5	GLADIATOR/GLADIATRIX	Sword attack power +15
Sword attack power +5	10	–	–	5	–	–	KNIGHT	Sword attack power +10/Healing Light +10
MONK	Warrior	Monk	Magician	Sage	Thief	Random	**NEW CLASS**	**ABILITIES**
GRAPPLER (5)	–	10	–	5	–	–	MONK	Knucks attack power +10/Healing Light +10
Knucks attack power +5	–	10	–	–	–	5	BASHKAR	Knucks attack power +15
MAGICIAN	Warrior	Monk	Magician	Sage	Thief	Random	**NEW CLASS**	**ABILITIES**
MAGICIAN (5)	–	–	10	5	–	–	SORCERER/SORCERESS	Salamander, Undine, Jinn and Gnome attack power +10/Wisp attack power +5
Salamander, Undine, Jinn and Gnome attack +5	–	–	10	–	–	5	DELPHI	Salamander, Undine, Jinn and Gnome attack power +10/Shade attack power +5
SAGE	Warrior	Monk	Magician	Sage	Thief	Random	**NEW CLASS**	**ABILITIES**
CLERIC (5)	–	–	5	10	–	–	PRIEST/PRIESTESS	Luna, Salamander, Undine, Dryad, Jinn and Gnome attack power +5/Healing Light +20
Healing Light +10	–	–	–	10	–	5	ENCHANTER/ENCHANTRESS	Luna, Salamander, Undine, Dryad, Jinn and Gnome support power +10/Healing Light +10
THIEF	Warrior	Monk	Magician	Sage	Thief	Random	**NEW CLASS**	**ABILITIES**
THIEF (5)	–	–	–	5	10	–	RANGER	Accuracy +5/Bow attack power +5/Critical Hit +10
Accuracy +5/Critical Hit +5	–	–	–	–	10	5	NINJA	Accuracy +5/Critical Hit +10/Evasion +10
RANDOM	Warrior	Monk	Magician	Sage	Thief	Random	**NEW CLASS**	**ABILITIES**
BARBARIAN/AMAZON (5)	4	4	2	2	3	–	AESIR/VALKYRIE	Lance attack power +10/Salamander, Undine, Jinn and Gnome support power +5
Lance attack power +15	4	4	2	–	2	5	RUNE KNIGHT	Lance attack power +15

LIVE THE LEGEND

We've guided you through about a quarter of this incredibly deep game. If you're itching to get your hands on all the best maps, secrets and strategies, be sure to check out NP's official Sword of Mana player's guide.

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Mana Mania Is on Fire!

The whole continent is taking up the quest for the Sword of Mana, and we're celebrating with a sweepstakes for RPG believers!

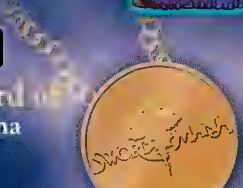
1st Prize 50 winners

Enter to win a **Game Boy Player** and make all your RPG dreams larger than life!

See Game Boy Games like you've never seen them before!
GAME BOY PLAYER

2nd Prize 2,000 winners

Wear **Nintendo's official Sword of Mana medallion*** and wield Mana power everywhere you go.



And Mana Fans Shall Be Rewarded

Next month, we'll start a two-issue contest with prizes that are worth fighting for—they're the stuff of legend! As you play through Sword of Mana, pay close attention to every detail. You'll need to know everything about the game to puzzle through our "treasure hunt" questions. We'll say no more!

ENTER FOR A CHANCE TO WIN!

Official Sweepstakes Rules
NO PURCHASE NECESSARY. PURCHASE WILL NOT IMPROVE ODDS OF WINNING. Only legal U.S. or Canadian residents (excluding New York, Florida, Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("Sponsor") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, print your name, address, telephone number and the words "Sword of Mana Sweepstakes" on a postcard, and mail the entry to this address:

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One entry per household. To be eligible to win a prize, entries must be completed and received by Sponsor by 1/30/04 ("Entry Deadline"). Sponsor is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond Sponsor's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 2/1/04, winners will be randomly drawn from all eligible entries received by the Entry Deadline. Canadian entrants may be required to correctly answer a timed skill testing question to claim a prize. Sponsor will attempt to notify winners by mail by 2/15/04. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to Sponsor's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on total number of eligible entries received. Many will enter, a total of 2,050 will win. No transfer or substitution of prizes permitted, except that Sponsor may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 2/15/04) a list of winners, send your request to the address above. VT residents may omit return postage. First Prizes: Fifty (50) First Prize winners will each receive a Game Boy Player. Approximate Retail Value (ARV) of First prize is $50.00 each. Second Prizes: Two-thousand (2,000) Second Prize winners will each receive a Special Edition Sword of Mana medallion ARV: $5.00 each. Prizes awarded may be different than products shown. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. Affidavit not returned to Sponsor within 45 days after notice, will result in prize forfeiture. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH CLAIMS, COSTS, INJURIES, LOSSES OR DAMAGES SUFFERED BY YOU. Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Sweepstakes at any time if causes beyond Sponsor's control affect the administration of the Sweepstakes or Sponsor otherwise becomes (in its sole discretion) incapable of running the Sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Sweepstakes and all accompanying materials are Copyright © 2004 by Nintendo of America Inc.

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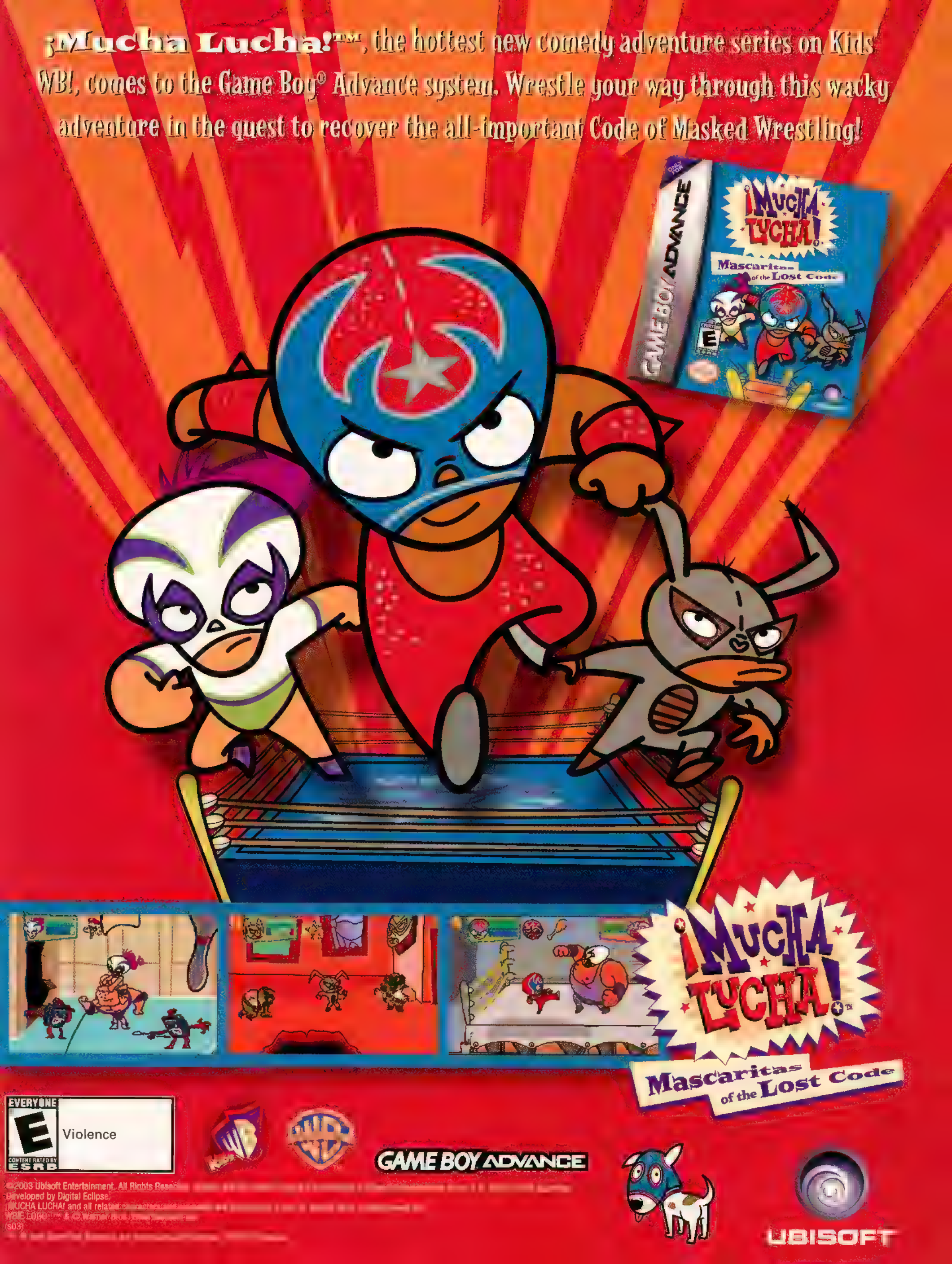

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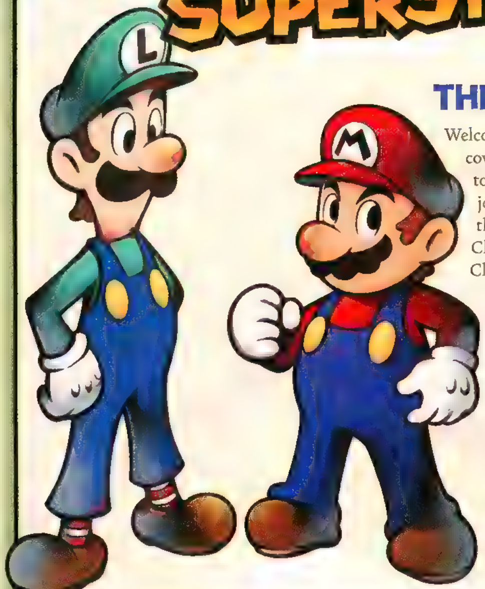
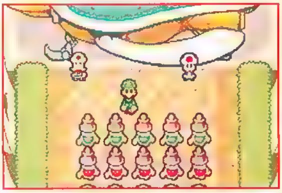
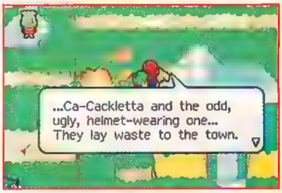
MARIO & LUIGI™ SUPERSTAR SAGA



THE SAGA CONTINUES...

Welcome to part two of our Mario & Luigi: Superstar Saga strategy coverage. Last month we covered the basics and followed the brothers to Beanbean Castle Town. Our journey this month will take us through Beanbean Castle, Chateau de Chucklehuck and Chucklehuck Woods. Along the way, Mario and Luigi will battle a sentient barrel of soda, save a disgruntled queen and learn the benefits of hitting each other on the head with hammers.





...Ca-Cackletta and the odd, ugly, helmet-wearing one... They lay waste to the town.

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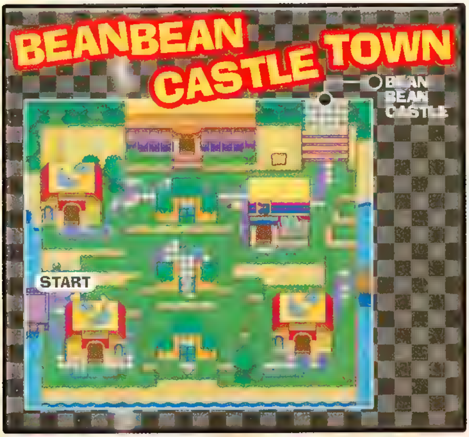
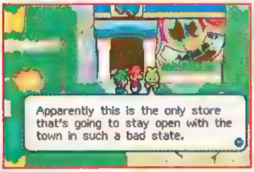


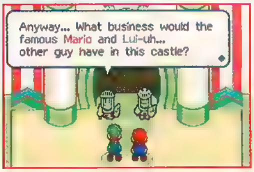
CACKLETTA AND FAWFUL LEAVE THEIR MARK



Apparently this is the only store that's going to stay open with the town in such a bad state.

You'll find Beabean Castle Town in ruin upon your arrival. The only building that you can enter is the fashion house in the northeast corner. Unfortunately, it won't have any badges or gear for sale until after you deal with Queen Bean (page 142). The only items available until then are Mushrooms and Syrup.

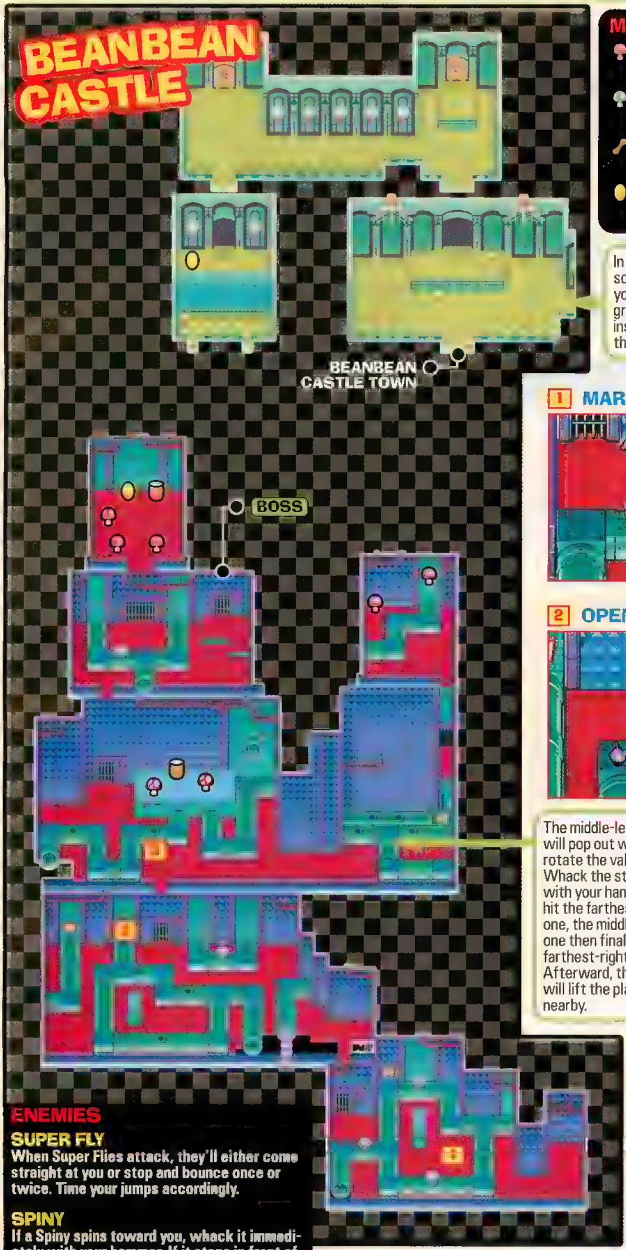
SOMETIMES SUPERSTARDOM ISN'T ENOUGH



Anyway... What business would the famous Mario and Lui-uh... other guy have in this castle?

You can't yet get past the barriers blocking the east and west paths in front of the castle, so talk to the guards at the main gate. They'll recognize Mario (and take the requisite verbal jabs at Luigi), but they won't allow you to pass until you show them Prince Peasley's Rose.

BEANBEAN CASTLE



MAP KEY

MUSHROOM Recover 25 HP

1-UP MUSHROOM Revive with 1/2 HP

NUT Recover 20 HP per bro

COIN BLOCK Number varies

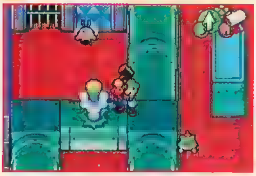
SYRUP Recover 20 Bros. Points

BEAN Use to blend drinks at the Starbeans Cafe

REFRESHING HERB Cure status ailments

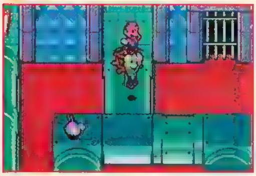
In the current state of emergency, only authorized personnel are allowed in the east wing of the castle. Neither your fame nor a rose will convince the guards there to grant you access, so proceed through the north door instead. Before talking to the person lying on the floor in the next hall, collect the coins from the adjacent room.

1 MARIO BROS. PLUMBING



With the castle's plumbing in need of repair, Mario and Luigi finally get an opportunity to show off their trade. Start by hitting the stoppers with a hammer to plug the holes in the pipes. Once you've plugged all three, the door to your left will open.

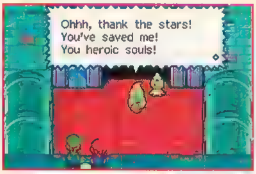
2 OPEN THE VALVE



To get the water flowing through the pipe at point 2, perform a spin jump in front of the valve wheel. The stoppers on the interconnected sections of pipe will pop out as a result. Drive them down with your hammer to open the north door.

The middle-left stopper will pop out when you rotate the valve wheel. Whack the stopper with your hammer, then hit the farthest-left one, the middle-right one then finally the farthest-right one. Afterward, the water will lift the platform nearby.

3 RELEASE THE REAL LADY LIMA



Ohhh, thank the stars!
You've saved me!
You heroic souls!

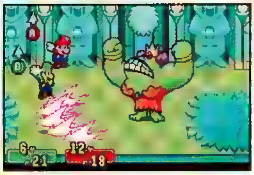
High-jump onto the raised platform and rotate the valve wheel in the room above. Doing so will pop out the stoppers in the pipe at point 3. Pound them back in to open the door, then hammer the stopper in the next room to open both the jail cell and the door leading to the boss. After the real Lady Lima thanks you for saving her, grab the goodies from inside the cell and save your game before advancing.

ENEMIES

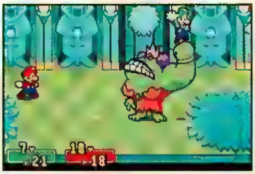
SUPER FLY
When Super Flies attack, they'll either come straight at you or stop and bounce once or twice. Time your jumps accordingly.

SPINY
If a Spiny spins toward you, whack it immediately with your hammer. If it stops in front of you first, wait for it to come within range.

BOSS: QUEEN BEAN



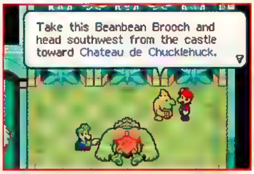
You'll hurt your feet on Queen Bean's crown if you try to jump on her head, so target her arms first. With her limbs at full strength, the queen can attack both brothers with a wave attack, or walk up to one of them and try to punch him.



Once you've disabled both arms, the queen's crown will fall off, making it safe to stomp on her head. When she starts spitting beans, one of her hands will twitch to indicate whom she's targeting. Jump over the beans to prevent them from turning into Beanies.

MARIO (AND LUIGI) SAVE THE QUEEN

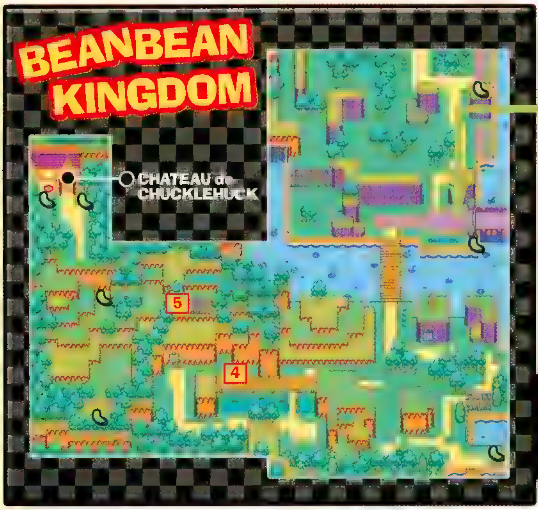
Our fair kingdom is doomed! Doomed! How will we ever return Queen Bean to normal?



Take this Beanbean Brooch and head southwest from the castle toward Chateau de Chucklehuck.

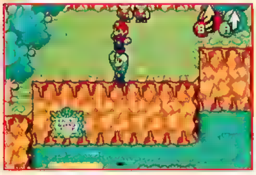
You got a Bean Badge!

Lady Lima will inform you that the only thing capable of returning Queen Bean to normal is the Chuckola Reserve from Chateau de Chucklehuck. She'll also give you the Beanbean Brooch. As you leave the castle, Mario will receive a Bean Badge as well.



Chateau de Chucklehuck is located west of Beanbean Castle Town. Before you set out, stop by the fashion house to buy a badge for Luigi and to upgrade the brothers' trousers if you can afford it. In a dangerous land such as the Beanbean Kingdom, a quality pair of pants can make all the difference.

4 A TRIP TO THE CHATEAU



The road to Chateau de Chucklehuck seems to lead to a dead end, but there's no such thing where the ever-resourceful Mario Bros. are concerned. Walk to the west end of the bridge at point 4 and spin-jump across the gap to reach the chateau gate.

ENEMY

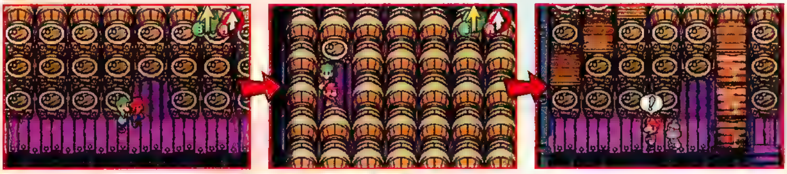
PARABEANIE

Parabeanies deal quite a bit more damage while they're airborne. Stomp on them to knock off their wings and make them easier to handle.

5 BROOCH THE GATE

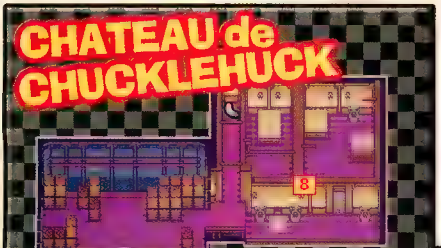
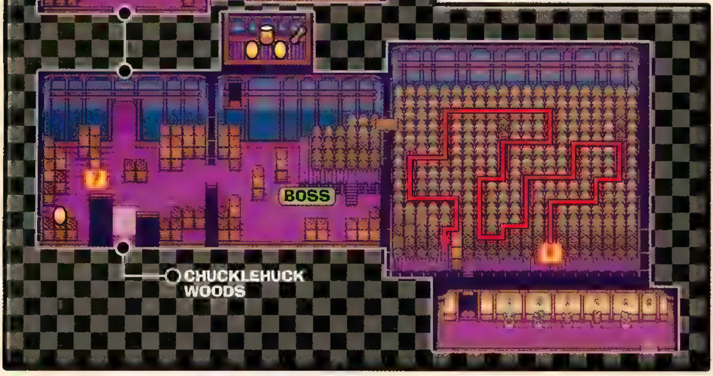
As you approach the gate, Mario will pull out the Beanbean Brooch automatically and show it to the guards. They will then lower the gate and allow the brothers to enter the chateau.

6 BARRELS O' FUN

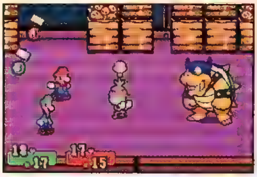


Follow the red line on the map on page 143 to make your way through the barrel maze. When you emerge at the other end, you'll see someone other than Luigi following Mario. Once Luigi catches up, high-jump onto the barrels and follow the stranger west.

CHATEAU de CHUCKLEHUCK

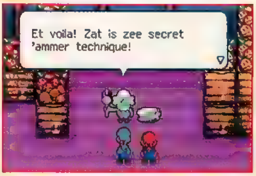



BOSS: POPPLE & ROOKIE



The so-called Rookie begins the battle by chucking hammers at you. If he jumps beforehand, he'll toss them at Luigi. If he stays grounded, he'll target Mario. Eventually, he'll also begin spewing fireballs. You can tell which brother Popple is going to attack (or steal from) by whether his eyes bug out—if they do, he'll go after Luigi.

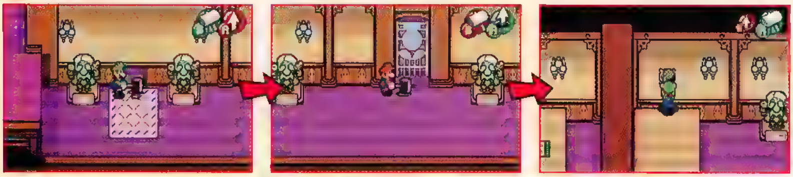
7 CORK AND CASK



Et voila! Zat is zee secret 'ammer technique!

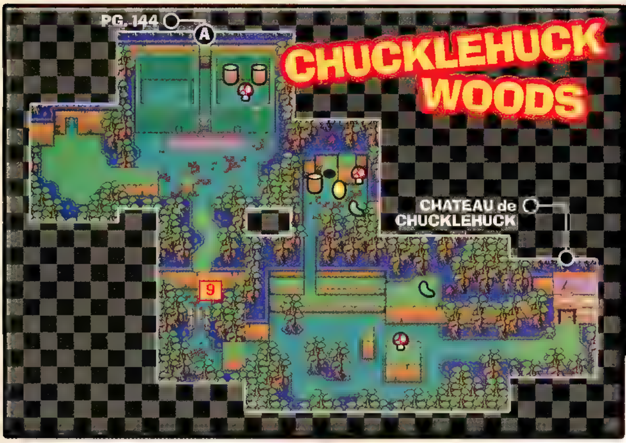
Push the barrel at point 7 to smash it against a crate and free the head of the chateau, Cork, and his brother, Cask. If you follow the duo into the next room, they'll teach you a couple of new Bros. Actions involving your hammers. Afterward, you'll put both techniques to the test by retrieving a pair of valuable cola goblets.

8 PLEASE HAMMER, DON'T HURT 'EM



Shrink Mario with Luigi's hammer to enter the room on the left and grab the Red Goblet. Pound Luigi into the ground with Mario's hammer to burrow under the gate and retrieve the Green Goblet from the room on the right. Return both goblets to Cork and Cask.

CHUCKLEHUCK WOODS



ENEMIES

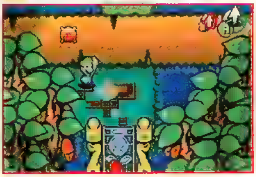
PESTNUT
When a Pestnut attacks from the front, be prepared to hit it with your hammer. When it attacks from behind, get ready to jump.

GOLD PESTNUT
You won't be able to identify a Gold Pestnut as such until you knock off its spines with your hammer. Defeating one will net you 190 EXP, but you'll have to do so quickly before it runs away.

FUZZBUSH
The bugs that Fuzzbushes toss at you are poisonous to the touch, so be sure to jump over them.

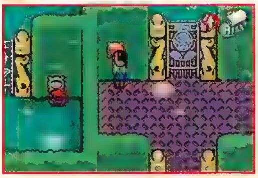
CHUCK GUY
Chuck Guys hurl their spears at you on the field map. If one hits you, you'll be forced into battle against the baddie, so keep your eyes open.

9 THROUGH THE WOODS



Hit Luigi with Mario's hammer and lead him under the gate at point 9. On the other side, jump out of the ground and hit the red button with Luigi's hammer to lower the gate, allowing the bros to reunite and proceed north. To lower the subsequent gate, smash the rock to the left, then hammer Mario so he can reach the button inside the hedge.

11 WHITE CHUCKOLA FRUIT

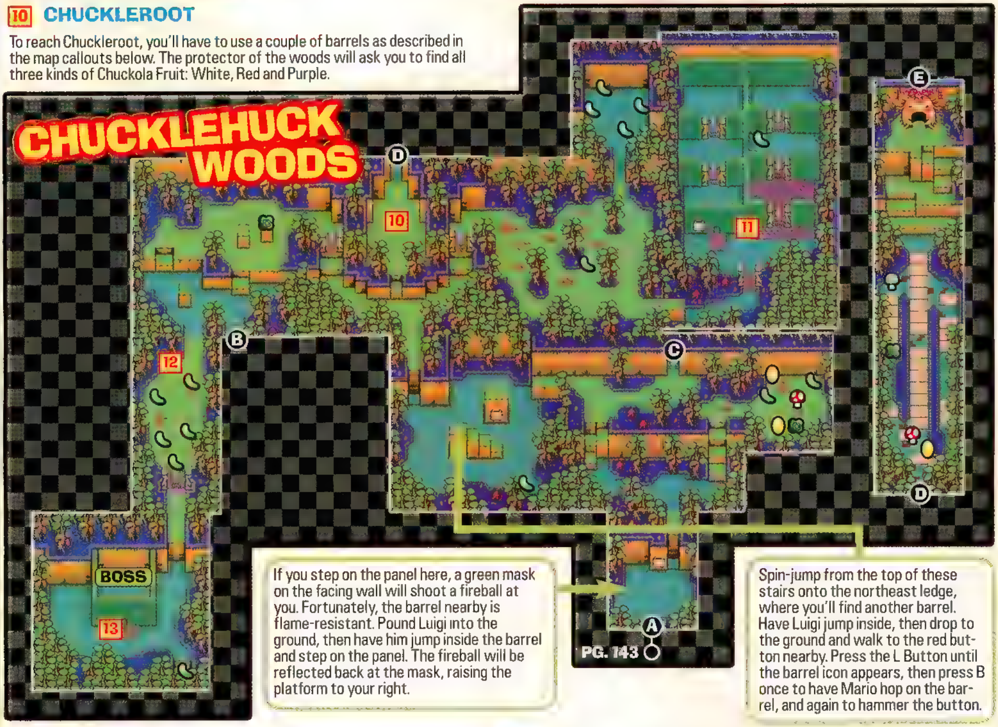


To obtain the White Chuckola Fruit, you'll have to split up Mario and Luigi and alternate between them to open the gates. When you reach the last two, lead Mario back to Luigi and pound Luigi into the ground so he can burrow his way to the final button. After he hammers it, you'll have 15 seconds to reach the fruit with Mario.

10 CHUCKLEROOT

To reach Chuckleroot, you'll have to use a couple of barrels as described in the map callouts below. The protector of the woods will ask you to find all three kinds of Chuckola Fruit: White, Red and Purple.

CHUCKLEHUCK WOODS



If you step on the panel here, a green mask on the facing wall will shoot a fireball at you. Fortunately, the barrel nearby is flame-resistant. Pound Luigi into the ground, then have him jump inside the barrel and step on the panel. The fireball will be reflected back at the mask, raising the platform to your right.

Spin-jump from the top of these stairs onto the northeast ledge, where you'll find another barrel. Have Luigi jump inside, then drop to the ground and walk to the red button nearby. Press the L Button until the barrel icon appears, then press B once to have Mario hop on the barrel, and again to hammer the button.

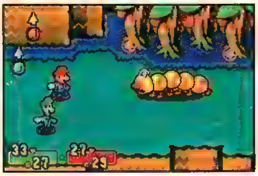
12 DIGGING UP BEANS

As Chuckleroot's granddaughter explains, Luigi can dig up beans by burrowing into certain spots on the ground and jumping out. If you collect all five beans in the area near point 12, the granddaughter will open the south gate.

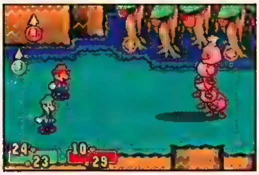
13 RED CHUCKOLA FRUIT

Stomp on the caterpillar as indicated on-screen. When it scurries through the hole, bash Mario with Luigi's hammer so Mario can follow it. You'll have to defeat the caterpillar in battle to clear Mario's way to the Red Chuckola Fruit.

BOSS: WIGGLER

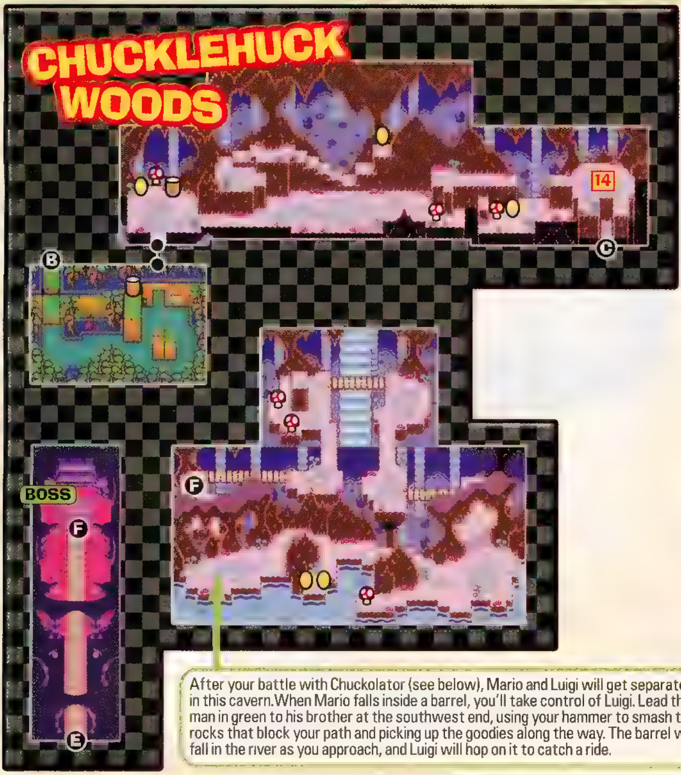


If you stomp on a section of the Wiggler's body, it will change from red to yellow or vice versa. To turn its head yellow (and thus make it vulnerable), you must turn all four body sections yellow. Avoid jumping on sections that are already yellow when the boss charges.



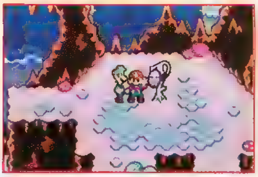
After you stomp on its head, the boss will pound the ground, sending out a shock wave that both brothers must jump over simultaneously. Repeat the process until the Wiggler is kaput.

CHUCKLEHUCK WOODS



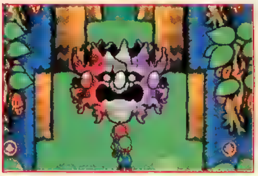
After your battle with Chuckolator (see below), Mario and Luigi will get separated in this cavern. When Mario falls inside a barrel, you'll take control of Luigi. Lead the man in green to his brother at the southwest end, using your hammer to smash the rocks that block your path and picking up the goodies along the way. The barrel will fall in the river as you approach, and Luigi will hop on it to catch a ride.

14 PURPLE CHUCKOLA FRUIT



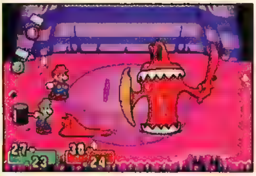
After you defeat the Wiggler and retrieve the Red Chuckola Fruit, make your way to point 14 on the map, where you'll find the Purple Chuckola Fruit. You'll have to make use of your high jump, your spin jump and a pair of Bike Pads to reach it.

EVERYONE ENJOYS A LOVELY FRUIT BASKET

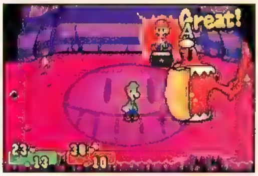


Head through the exit south of the Purple Chuckola Fruit, then make your way back to Chuckleroot. For having found all three types of fruit, the protector of the woods will finally allow you to pass. Proceed north to the end of the hallway, where you'll catch up with some old "friends."

BOSS: CHUCKOLATOR

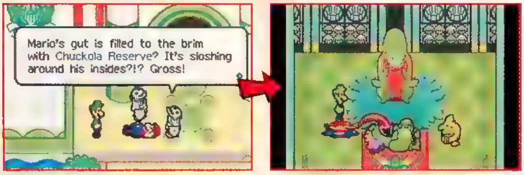


If Chuckolator approaches you with his sword, get ready to pound a wave of slime with your hammer. If he forms a gun with his hand, watch for which brother he tilts it toward and jump with that character the moment you see the bubble.



The living embodiment of the Chuckola Reserve is nearly impervious to jump attacks, but your hammers are fairly effective. When the old man begins to heal Chuckolator, unleash hammer-oriented Bros. Attacks to inflict greater damage.

A TRULY REPUGNANT SUCCESS



Mario's gut is filled to the brim with Chuckola Reserve? It's sloshing around his insides?!? Gross!

Our heroes will wash up just outside of the Beanbean Castle gate. Mario's belly will still be full of Chuckola Reserve from the barrel, so return to the throne room and have Luigi stomp on his head to spew the cola into Queen Bean's gullet.

THE BROTHERS' WORK IS NEVER DONE

You may have saved its monarch, but the Beanbean Kingdom is still in grave danger. Cackletta has many more tricks up her sleeve, and the brothers' quest to stop her will be riddled with unexpected twists and turns. You'll run into a few familiar faces along the way, and Fawful will treat you to more of his semicoherent yet wildly amusing rants. He's such a lovable little evil genius.

NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES FEBRUARY 2004

★★★★★ EXCELLENT ★★★★ GREAT ★★★ GOOD ★★ SO-SO ★ POOR

THE SIMS: BUSTIN' OUT

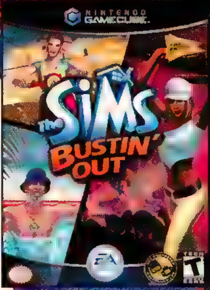
The Sims really go places in their new GCN game—even to the GBA!

Experience life, or something like it, in The Sims: Bustin' Out, a reworked version of the PC game that includes new locations, characters, items and strong connectivity with the GBA version. Like the original Sims game for the GCN, Bustin' Out allows you to guide a character through life's big and small moments—eating, learning, entertaining, making money and spending it. Bustin' Out introduces more mobility than the first title, giving you a scooter or a car to get out of the house and dozens of interesting places to go; a dance club and a gym are just two of them.

Bustin' Out mode sets up a series of goals for your character, such as getting a job. As you seek employment, you can select a career track and move up the corporate ladder. The Movie Star career track, for example, starts with the job title of Mall Clown, advances to Kiddie Show Sidekick and continues until you reach A-list status.

Connectivity with the GBA version allows you to transfer Sims between versions of the game and unlock a game cabinet for minigames on the GBA.

COMMENTS: **Steven**—The latest Sims game refines control, adds personality to character appearance and interaction, fills up on customization details and goes hog-wild with the connectivity. **Jessica**—The connectivity features are ingenious; not only do they add depth to the game experience, but they're very fun. **Steve**—Bustin' Out takes a step back in a couple of areas, such as the interface and the focus on novelty over social interactions, but it's still a worthwhile follow-up to one of the most addictive games of all time. **George**—Like a great RPG, Bustin' Out is the type of game that really melts away the hours. The new mobility adds a lot.



- EA 161
- 1 to 2 players simultaneously
- GBA connectivity

ALAN	★★★★
GEORGE	★★★★½
JESSICA	★★★★½
STEVE	★★★½
STEVEN	★★★★★

TEEN T CONTENT RATED BY ESRB

Mild Violence
Mature Sexual Themes
Crude Humor

PRINCE OF PERSIA: THE SANDS OF TIME

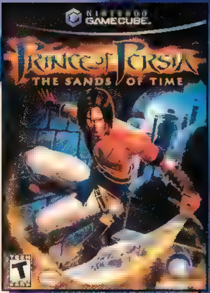
The prince of puzzles flows with elegant action and camera work.

Ubisoft has reinvented the classic Prince of Persia franchise with an excellent 3-D adventure that shines on the GCN, excelling in every category—gameplay, graphics, story and sound. When a naive prince is coerced by the villain, Vizier, into unleashing the Sands of Time and causing havoc throughout the land, he must right Vizier's wrongs by fighting fiends and negotiating traps in palaces and ruins.

The prince leaps over gaps, hangs from ledges, climbs poles and flings himself from one dangerous situation to the next with acrobatic flair. He can even run along walls, perform wall jumps and vault over enemies, all without control-related frustration—a major accomplishment in adventure gaming.

Most of the time, the camera follows the prince closely, switching views at dramatic moments (but never compromising gameplay). The player can select the Landscape Camera for a view of the overall area, or see the surroundings from the prince's perspective. Camera changes are accompanied by a whooshing sound that adds a cinematic quality to an already excellently produced adventure. Connectivity with the GBA version unlocks the original Prince of Persia title and the power to regenerate health.

COMMENTS: **George**—Absolutely amazing! With Beyond Good & Evil, XIII and Prince of Persia, Ubisoft is on an incredible roll. **Steve**—Ubisoft has crafted yet another amazing adventure. It will engross you from beginning to end. **Steven**—Prince of Persia's exotic exploration and acrobatics make for perfect escapism, though you'll want the thrill ride to last longer than it does. **Alan**—You're going to need a sling to keep your jaw from dropping to the floor. The graphics are gorgeous, the puzzles are clever and the soundtrack is beyond reproach.



- Ubisoft 15
- 1 player
- GBA Connectivity

ALAN ★★★★
CHRIS ★★★★½
GEORGE ★★★★★
STEVE ★★★★½
STEVEN ★★★★½

TEEN T CONTENT RATED BY ESRB
Blood
Suggestive Themes
Violence

I-NINJA

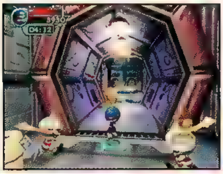
Extreme martial arts and humor make I-Ninja frenzied fun.

At the end of the first section of Namco's amazing action spectacle, I-Ninja, the hero (Ninja) climbs into a 150-foot tall robot and battles another mechanical behemoth in a first-person-perspective boxing match that will have you in stitches. That would make for a great game in and of itself, but there's much more to I-Ninja. Before and after the robot battle, Ninja grinds rails, flies off half-pipes, uses his sword to hover like a helicopter, swings over gaps, wall-jumps, double-jumps and makes a mess of evil O-Dor's enemy army, the Ranx. He even latches on to a giant steel ball and rolls through an obstacle course of ramps, gaps and narrow paths.

Combining spot-on humor with intuitive control and a variety of play types, I-Ninja is a pleasure to experience. It's great to watch, too—full of color and zany animation.

The adventure plays out in five environments—four distinctly different islands and a moon base. You can zip through the environments, completing only the missions that are required to move on, or complete every mission to gain more experience and have more fun.

COMMENTS: **Steve**—I-Ninja is a fun action-platformer with a great sense of humor. The controls are tight, the gameplay is varied and the whole experience feels polished. Plus, you get to control a giant robot! **Steven**—With its goofy sense of humor and varied gameplay, I-Ninja carves out a unique place among 2003's platformers. **Chris**—A solid platformer with cool moves and strong gameplay. The mixed-up play modes and frantic action make this game stand out. **George**—Some of the bonus challenges are frustratingly difficult, but the difficulty on the main track through the game is just right.



NINTENDO GAMECUBE
I-Ninja
namco

- Namco 5
- 1 player
- Pac-Man Vs. included with purchase

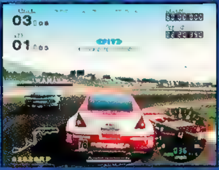
CHRIS ★★★★½
GEORGE ★★★★½
SCOTT ★★★★½
STEVE ★★★★
STEVEN ★★★★

TEEN T CONTENT RATED BY ESRB
Animated Blood
Violence

R: RACING EVOLUTION

- Namco 35
- 1 to 2 players simultaneously
- Pac-Man Vs. included with purchase

TEEN
Mild Language
Suggestive Themes



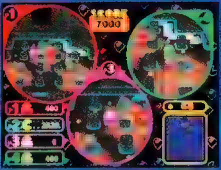
Dazzling images and an engaging story make R: Racing Evolution a notable GCN presence. Racing Life mode follows an up-and-coming driver as she shifts her way to the top of the circuit by winning GT, rally and drag-racing events on 14 tracks. Taking a more realistic approach to driving than some adrenaline-pumping racers, Evolution may seem slow at first, but the challenge increases as the game continues.

[illegible] ★★★★½
[illegible] ★★★★
[illegible] ★★★★
[illegible] ★★★★
[illegible] ★★★★

PAC-MAN VS.

- Namco 0
- 2 to 4 players simultaneously
- Requires a GBA connection
- Bonus with the purchase of select Namco games

EVERYONE



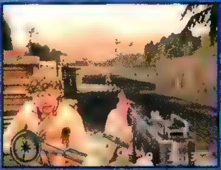
While one player controls Pac-Man on a GBA, up to three competitors play the role of Ghosts on the GCN in Namco's ingenious new take on a classic. The Ghosts have partial views of the playing area, which expand when they collect fruit. Pac-Man can see the full field (in a choice of six stages). Developed in collaboration with Nintendo, the game is complete with commentary from another classic character—Mario!

[illegible] ★★★★½
[illegible] ★★★★½
[illegible] ★★★★½
[illegible] ★★★★½
[illegible] ★★★★★

MEDAL OF HONOR: RISING SUN

- EA 8
- 1 to 4 players simultaneously
- GBA Connectivity
- 2 discs

TEEN
Violence



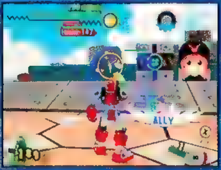
If it's possible to make a war-game invasion more exciting than the D-Day invasion in last year's MOH: Frontline, EA has done it with the attack on Pearl Harbor—one of 10 battle re-creations in MOH: Rising Sun. The stunningly powerful game allows two players to cooperate in the campaign and up to four players to compete. Connectivity with MOH: Infiltrator for the GBA puts a dynamic map of Rising Sun's current mission area on the GBA screen.

[illegible] ★★★½
[illegible] ★★★½
[illegible] ★★★★★
[illegible] ★★★
[illegible] ★★★★

GOTCHA FORCE

- Capcom 10
- 1 to 4 players simultaneously

EVERYONE
Fantasy Violence



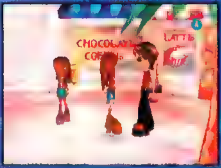
Pocket-sized robots from the planet Mega Borg have descended on Sakura Town in Capcom's fun, but repetitive, toy-fighter Gotcha Force. By selecting combatants from a map, you can take on aliens and rivals, and build an army of your own. Your robot always faces its closest enemy. All you have to do is dodge shots and pull the trigger. Multiplayer options allow for cooperative and competitive play and toy trades between GCN Memory Cards.

[illegible] ★★★
[illegible] ★★★½
[illegible] ★★★
[illegible] ★★★★
[illegible] ★★★½

BRATZ: FORMAL FUNK

- Ubisoft 4
- 1 player

EVERYONE



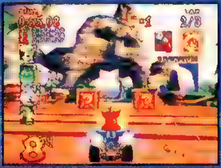
Hang out in Totally-Cool Town with the stylin' quartet of Cloe, Yasmin, Jade and Sasha for a dancing and modeling adventure. Collect CDs and outfits, earn popularity points and accumulate cash by participating in fashion shows. The goal is to put together the perfect prom dress, hair and makeup. The concept is perfect for Bratz fans, but the pace is slow. You'll spend too much time walking around and not enough time participating in fun activities.

[illegible] ★★½
[illegible] ★★½
[illegible] ★★★
[illegible] ★★★
[illegible] ★★½

CRASH NITRO KART

- VU Games 54
- 1 to 4 players simultaneously
- GBA connectivity

EVERYONE
Mild Cartoon Violence



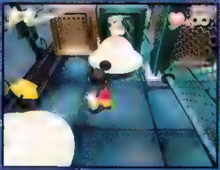
Crash Bandicoot enters the GCN kart-racing circuit with a nice-looking 13-track racer that offers a story-based adventure mode, tournaments and single races. The karts are fast and the power-ups are creative. By connecting the GCN version with the GBA version, you can unlock scads of tracks and characters in both games. A GCN connection with a Game-Pak-free GBA unlocks a simple rhythm game—Crash Party—on your GBA screen.

[illegible] ★★★½
[illegible] ★★★½
[illegible] ★★★½
[illegible] ★★★
[illegible] ★★★½

DISNEY'S HIDE & SNEAK

- Capcom 3
- 1 player

EVERYONE



Slyly slipping past alien drones, Mickey and Minnie go searching for each other in an adventure that emphasizes stealthy movement over a fast pace. Unusual play mechanics require that you select an object from a snapshot of the scene before you can interact with it. The result is stilted action that makes the game play more like a puzzler than a platformer. The graphics have a colorful cartoon look, and the animation is a pleasure to watch.

[illegible]	★★
CHRIS	★★
[illegible]	★★★½
[illegible]	★★★½
[illegible]	★★★

THE FAIRLY ODDPARENTS! BREAKIN' DA RULES

- THQ 2
- 1 player

EVERYONE
Comic Mischief

Stylish graphics, a great sense of humor and lots of gameplay variety make The Fairly OddParents! Breakin' Da Rules a great 3-D platformer. Cosmo and Wanda have let the fairy book *Da Rules* slip from their hands. By grappling across gaps, flying Crimson Chin's chin copter, cutting trees with a beaver chainsaw and engaging in more crazy activity, Timmy must collect squirrely Wish Stars and get the book from villainous sitter Vicky—pure fun.

CHRIS	★★★★
GEORGE	★★★★
JESSICA	★★★★
SCOTT	★★★
STEVEN	★★★

FIFA SOCCER 2004

- EA 15
- 1 to 4 players simultaneously

EVERYONE

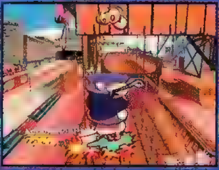
Continuing its dominance of the world's most popular sport, EA's FIFA Soccer franchise rolls out new levels of team management in Career mode. Select from 350 squads in 16 international leagues, shuffle your lineup, spend resources to train individual players and play for the championship. Basic control, graphics, crowd atmosphere and announcing remain stellar. The game doesn't make any giant advances, but why mess with perfection?

ALAN	★★★★½
CHRIS	★★★★★
[illegible]	★★★★
[illegible]	★★★★
[illegible]	★★★★½

GO! GO! HYPERGRIND

- Atlus 2
- 1 to 2 players simultaneously

TEEN
Suggestive Themes
Violence
Crude Humor



Extreme sports take a turn for the absurd in Atlus's Go! Go! Hypergrind, a laugh-out-loud funny skateboarder with characters and animation designed by Spumco, the studio that brought us Ren & Stimpy. In addition to the standard skateboard-game objectives (grinds, ollies and the like), the game uses cartoon gags (smashing a character into an accordion, for example) that you can string together into hilarious point-earning combos.

[illegible]	★★★½
GEORGE	★★★★
SCOTT	★★★★
[illegible]	★★★½
STEVEN	★★★½

GOBLIN COMMANDER: UNLEASH THE HORDE

- Jaleco 55
- 1 to 2 players simultaneously

TEEN
Blood
Violence

By incorporating direct control over individual units, combat-intensive RTS Goblin Commander: Unleash the Horde breaks free from a genre that has been losing steam. Its graphics are intricately detailed, and its raging goblin battles are packed with action. You can choose from five clans, each with unique skills and upgrades, and take on a 25-level campaign or face off against another player in capture-the-flag and deathmatch scenarios.

[illegible]	★★★★½
[illegible]	★★★★½
[illegible]	★★★½
[illegible]	★★★★½
[illegible]	★★★★

HARRY POTTER AND THE SORCERER'S STONE

- EA 9
- 1 player

EVERYONE
Comic Mischief
Fantasy Violence

Although Harry Potter and the Chamber of Secrets was the first Potter story to be released on GCN, EA produced an adaptation of The Sorcerer's Stone at the time of the first film's debut. That game makes it to the GCN with graphics and play control similar to those of The Chamber of Secrets. The Sorcerer's Stone game extends parts of the original story (a training session in Ollivanders Wand Shop) and skips over others (the Sorting Hat ceremony).

[illegible]	★★★★
GEORGE	★★★★
JESSICA	★★★★½
SCOTT	★★★★
[illegible]	★★★½

MEDABOTS INFINITY

- Natsume 3
- 1 to 2 players simultaneously
- GBA connectivity

EVERYONE E CONTENT RATED BY ESRB — Mild Fantasy Violence

The Medabots franchise hits the GCN for the first time with an action-based battle between customized Medabots. The story sequences are slow-paced and the camera doesn't always show the best view of the battle, but the action between bots can get pretty intense. If you connect with either of the recent Medabots RPG titles for the GBA (Metabee or Rokusho) after completing Scenario mode, you can unlock an exclusive Medabot.

[illegible] ★★★
CHRIS ★★½
GEORGE ★★★
[illegible] ★★
STEVEN ★★½

MONSTER 4X4: MASTERS OF METAL

- Ubisoft 3
- 1 to 2 players simultaneously

EVERYONE E CONTENT RATED BY ESRB — Violence

Despite a hokey story and marginally offensive characters, Ubisoft's Monster 4x4: Masters of Metal is a powerfully satisfying monster truck stunt game with 27 tracks. The stadium races are fun, but the game really shines in its obstacle-crushing off-road events, in which no park bench, fountain or bystander's car is safe. In addition to the usual car parts (nitro boosts, suspension, shields), you can purchase a sensor that finds bonus-granting stars.

ALAN ★★★½
CHRIS ★★★½
[illegible] ★★★½
SCOTT ★★★
STEVE ★★

NFL BLITZ PRO

- Midway 79
- 1 to 4 players simultaneously

EVERYONE E CONTENT RATED BY ESRB — Violence

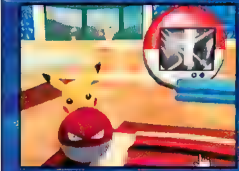
The NFL Blitz franchise gravitates toward realistic NFL action with full team rosters, 11 players on each side of the ball, a wider selection of plays and a multiseason Franchise mode. It retains the comedic commentary of versions past, and the option for hot players to catch fire. Some gamers will appreciate the plug-and-play aspect applied to realistic action. Others will feel that the game plays like a watered-down Madden.

ALAN ★★½
CHRIS ★★½
GEORGE ★★★
SCOTT ★★★½
STEVE ★★

POKéMON CHANNEL

- Nintendo 22
- 1 player

EVERYONE E CONTENT RATED BY ESRB



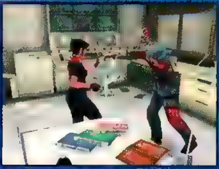
Plug in to the world of Pokémon, discover current events and experience Pokémon entertainment through Pokémon Channel, a collection of interactive television programs and point-and-click adventures. When Prof. Oak delivers a television to your door, a Pikachu comes with it to keep you company as you watch cartoons, exercise, identify Pokémon on quiz shows and shop for decorations—hours of fun for Pokémon fans.

ALAN ★★★★
CHRIS ★★★
[illegible] ★★★★
[illegible] ★★★½
STEVE ★★★½

RESIDENT EVIL CODE: VERONICA X

- Capcom 6
- 1 player

MATURE 17+ M CONTENT RATED BY ESRB — Animated Blood and Gore
Animated Violence



The last of the previously released Resident Evil games to come to the GCN, Code: Veronica X has slight graphic improvements over the Sega Dreamcast's Code: Veronica, as well as additional cut scenes that flesh out the story. The graphics are incredibly crisp and the scares are genuine. The camera has much more movement than it did in earlier games in the series, but the stiff, character-relative control remains.

ALAN ★★★
CHRIS ★★★★
[illegible] ★★★½
[illegible] ★★★½
STEVEN ★★★½

ROADKILL

- Midway 7
- 1 to 4 players simultaneously

MATURE 17+ M CONTENT RATED BY ESRB — Blood and Gore
Intense Violence
Mature Sexual Themes
Strong Language

Some might say that you can't go wrong with muscle cars and heavy metal music. That theory is put to the test in Midway's RoadKill, a mediocre mess of a vehicular battle game that contains an excessive amount of violence and strong language. As you attempt to decipher your vehicle's subpar navigation system to carry out delivery missions in a post-apocalyptic world, Blue Oyster Cult and Judas Priest repeat ad nauseam on the car radio.

ALAN ★
CHRIS ★
GEORGE ★
[illegible] ★★
STEVEN ★½

SPAWN: ARMAGEDDON

- Namco 2
- 1 player

MATURE 17+
M
CONTENT RATED BY ESRB

Blood and Gore
Intense Violence
Strong Language

As difficult as it is to switch between walking and running in the GCN debut of Todd McFarlane's comic-book creation, the more-complex actions, such as grappling, gliding and wall-jumping, are relatively easy to pull off. Based on the first 99 Spawn comics, the story puts the antihero in the middle of a war between the forces of good and evil. The graphics are suitably dark and a helpful navigation system lets you know where to go and where you've been.

[illegible]	★★★½
CHRIS	★★★
GEORGE	★★★½
[illegible]	★★★★
[illegible]	★★★½

SPHINX AND THE CURSED MUMMY

- THQ 20
- 1 player

TEEN
T
CONTENT RATED BY ESRB

Fantasy Violence

Clever puzzles, a compelling story, [illegible] camera work and a wide variety of actions make Sphinx and the Cursed Mummy one of the most enjoyable action-adventures of the season. When you're not jumping, climbing and fighting dozens of enemies as demigod Sphinx, you'll sneak past them as an ancient mummy or cover ground as a side character. The story is linear, but the large environments give it an open-ended feel.

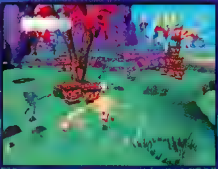
[illegible]	★★★★
GEORGE	★★★★
JESSICA	★★★★
[illegible]	★★★★
STEVEN	★★★½

SPONGEBOB SQUAREPANTS: BATTLE FOR BIKINI BOTTOM

- THQ 10
- 1 player

EVERYONE
E
CONTENT RATED BY ESRB

Comic Mischief
Mild Cartoon Violence



Sandy Cheeks and Patrick Star join SpongeBob SquarePants as playable characters in the squishy hero's latest 10-level 3-D platform adventure. Using the same control scheme and zany art style as Revenge of the Flying Dutchman, Battle for Bikini Bottom does an even better job at capturing the cartoon's craziness with tons of collectible items (golden spatulas, lost socks), more moves, an out-of-control-robots story and scores of minigames.

[illegible]	★★★½
CHRIS	★★★½
GEORGE	★★★★
SCOTT	★★★½
STEVEN	★★★½

XIII

- Ubisoft 6
- 1 to 4 players simultaneously

MATURE 17+
M
CONTENT RATED BY ESRB

Blood
Intense Violence

With a '60s-tinged soundtrack and an art style that fits with the story's graphic-novel origins, XIII is a slick FPS that looks as good as it plays. The eight-chapter, 37-mission spy thriller never lets up, offering taut action and intense challenges around every corner. The difficulty level is high, but not frustratingly so. Fifteen weapons and as many makeshift weapons (bottles, rocks) help you plow through the endless baddies.

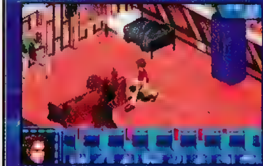
[illegible]	★★★★½
CHRIS	★★★★½
GEORGE	★★★★½
STEVE	★★★
STEVEN	★★★★½

THE SIMS: BUSTIN' OUT

- EA/128 Megabits
- 1 to 4 players simultaneously
- Single-Pak Game Link
- Multi-Pak Game Link
- GCN Connectivity

EVERYONE
E
CONTENT RATED BY ESRB

Mild Violence
Comic Mischief



Start at the farm and move to the city in the first Sims title that gives you direct control over your character. The game's five-chapter story sets up goals that range from maintaining hygiene to learning tractor repair. Eight minigames, such as a lawn-mowing exercise, give you a chance to earn cash, which you can spend on more than 150 items. Connect with the GCN version to move your character between the two games.

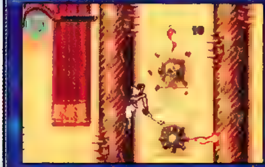
CHRIS	★★★★½
GEORGE	★★★★
JESSICA	★★★★
STEVE	★★★★
STEVEN	★★★★½

PRINCE OF PERSIA: THE SANDS OF TIME

- Ubisoft/64 Megabits
- 1 player
- GCN Connectivity

TEEN
T
CONTENT RATED BY ESRB

Mild Violence



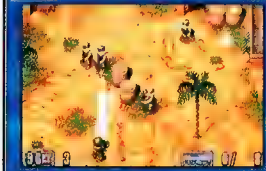
Acrobatic moves and inventive traps have never been as free-flowing as they are in Prince of Persia: The Sands of Time. When the prince accidentally releases the Sands of Time, he must run, leap, climb and fight through an elaborate palace to set things straight. By collecting scrolls, he can learn to turn invisible, switch control to archer Farah and even turn back time. Connect with the GCN version to unlock new levels.

CHRIS	★★★★½
GEORGE	★★★★½
SCOTT	★★★★
STEVE	★★★★
[illegible]	★★★★½

MEDAL OF HONOR: INFILTRATOR

- EA/128 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link
- GCN Connectivity

TEEN T CONTENT RATED BY ESRB Mild Violence



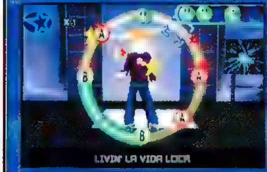
EA returns to the European theater of World War II for a five-mission, 15-level campaign that mixes overhead-view adventure with first-person-perspective, shooting-gallery-style play. The art has a cartoonish look, but the action is intense and challenging. In addition to traveling on foot, you can operate tanks and jeeps. The game's three multiplayer areas offer both competitive and cooperative play.

[illegible]	★★★★
[illegible]	★★★½
[illegible]	★★★★
[illegible]	★★★★
[illegible]	★★★★

AMERICAN IDOL

- Codemasters/128 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB



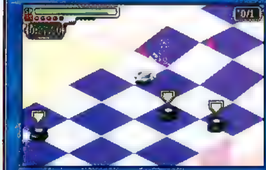
Although the GBA adaptation of American Idol doesn't analyze your singing ability, you can sing along with the game's 20 songs (among them "I Will Survive" and "Oops!. . .I Did It Again") with help from a karaoke-style lyric line at the bottom of the screen. The game's computerized judges base their ratings on your rhythm (in typical dance-game style) and fashion sense. It's a challenging and entertaining play.

[illegible]	★★★½
[illegible]	★★★½
[illegible]	★★★½
[illegible]	★★
[illegible]	★★★½

BEYBLADE: ULTIMATE BLADER JAM

- Atari/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB



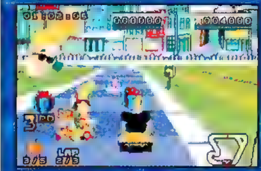
Playing like a new spin on classic Marble Madness, Beyblade: Ultimate Blader Jam challenges you to guide a whirling Bey through obstacle courses—flying over jumps and skittering through narrow passages. By bumping into enemy Beys, you can build up and unleash Bit Beast attacks. The game's VForce Adventure mode presents story sequences between each of 56 rounds of play, complete with boss battles.

[illegible]	★★½
[illegible]	★★
[illegible]	★★★½
[illegible]	★★★
[illegible]	★★

CARTOON NETWORK SPEEDWAY

- Majesco/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB Comic Mischief



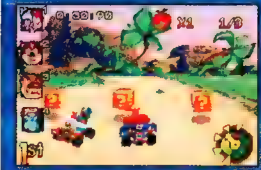
From Johnny Bravo to Johnny 2x4, cartoon characters are out to have a good time in Majesco's kooky kart racer. A dozen drivers race on as many cartoon-themed courses. You can enter a quick race on any unlocked course, compete in a challenge race to unlock more courses and characters or participate in a championship run for trophies. It doesn't break new ground, but the game is a zany hoot.

[illegible]	★★½
[illegible]	★★★½
[illegible]	★★★
[illegible]	★★★
[illegible]	★★★

CRASH NITRO KART

- VU Games/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link
- GCN connectivity

EVERYONE E CONTENT RATED BY ESRB Mild Cartoon Violence



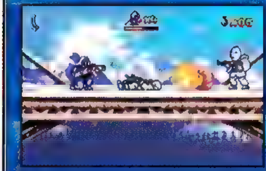
Although Crash Nitro Kart doesn't bring anything new to the kart-racing genre, it's a fast and amusing play that Crash Bandicoot fans will enjoy. Crash, Coco and Crunch lead a cast of 19 characters racing on 12 flat courses. You can advance through races in Adventure mode or select them by cups in Arcade mode. Computer-controlled competitors are tough; if you're asleep at the wheel you'll fall to the back of the pack in a hurry.

[illegible]	★★★
[illegible]	★★★
JESSICA	★★★½
[illegible]	★★★
[illegible]	★★★★

CT: SPECIAL FORCES

- Hip Interactive/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

TEEN T CONTENT RATED BY ESRB Violence



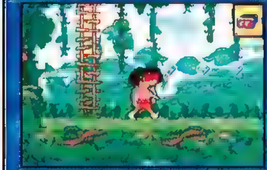
Join the war on terrorism as a member of an elite fighting unit in old-school shooter CT: Special Forces. Most of the game's levels are side-scrolling platform challenges with an even mix of jumping and shooting action. Overhead-view flight levels offer gameplay variety. The play control is responsive and intuitive, and the graphics have a clean, comic-book style that makes the game as fun to look at as it is to play.

[illegible]	★★★
[illegible]	★★★½
[illegible]	★★★
[illegible]	★★★½
[illegible]	★★★½

DORA THE EXPLORER: SUPER SPIES

- Global Star Software/ 32 Megabits
- 1 player

EVERYONE



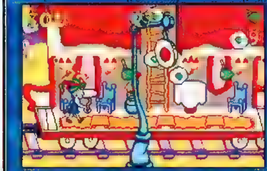
In Super Spies, explorer Dora and her monkey pal, Boots, embark on a new GBA adventure that is fun, but very similar to last year's The Hunt for Pirate Pig's Treasure. By collecting scattered crystals, Dora and Boots are able to jump and climb through 18 colorful levels in six environments. Dora is the primary player-controlled character, but Boots takes over at times to shimmy up vines and hop atop high ledges.

ALAN	★★★★
CHRIS	★★★½
GEORGE	★★★
JESSICA	★★½
STEVEN	★★★½

DR. SEUSS: GREEN EGGS AND HAM

- NewKidCo/32 Megabits
- 1 to 4 players alternating

EVERYONE



Part board game and part platformer, Green Eggs and Ham asks for participants to collect curiously colored breakfast items in locations that are mentioned in the classic Green Eggs and Ham story (in a car, in a tree). Since there is no direct competition between players, multiple players can pass along the GBA—no Game Link connection required. Very young players will enjoy the game's graphics and easy play.

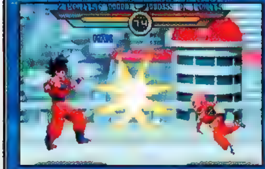
ALAN	★★
CHRIS	★★
GEORGE	★★
JESSICA	★★
STEVEN	★½

DRAGON BALL Z TAIKETSU

- Atari/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

TEEN

Cartoon Violence



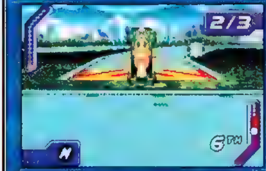
Eight characters from the Dragon Ball Z universe face off for one-on-one fighting in tournaments, endurance matches and timed challenges. More of a button-masher than the Street Fighter II games, Taiketsu is a simple battler that may bore fighting-game aficionados. The game's depth comes in character bios, gallery images, songs, modes and settings that you can purchase with the points that you earn.

ALAN	★★½
GEORGE	★★½
JESSICA	★½
STEVE	★½
STEVEN	★★★½

HOT WHEELS: WORLD RACE

- THQ/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE



Racing games are fast becoming a staple on the GBA with several top-notch recent releases, such as Top Gear Rally and Need For Speed: Porsche Unleashed. Hot Wheels: World Race takes a sci-fi turn and lands squarely in the middle of the GBA racing pack. Its 15 courses are flat but loaded with tight corners and ramps, and its 15 vehicles are easily maneuverable. As with the GCN version, tricks are limited to twists and flips.

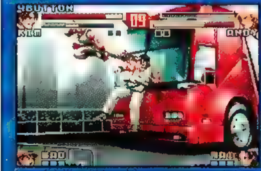
ALAN	★★★
CHRIS	★★
GEORGE	★★½
JESSICA	★★
STEVE	★★½

THE KING OF FIGHTERS EX2: HOWLING BLOOD

- Atlus/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

TEEN

Mild Violence



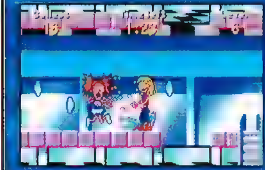
In Volume 169, we called The King of Fighters EX2: Howling Blood a one-on-one fighter worth noticing. Now that it is available, you can enjoy the game's tight and responsive play control, detailed graphics and 21 fighters, all with their own look and style. The combatants have effective punches and kicks, as well as the ability to grab and throw opponents. If you're in a jam, you can call another character on your team for help.

ALAN	★★★½
CHRIS	★★★★
GEORGE	★★★★
JESSICA	★★★★
STEVE	★★★★

LIZZIE MCGUIRE: ON THE GO!

- Disney Interactive/32 Megabits
- 1 to 2 players alternating

EVERYONE



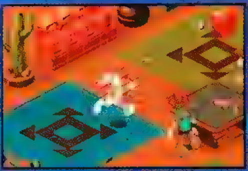
Lizzie McGuire hits the mall and deals with a squad of lunatic cheerleaders in the five-level item-collecting platform game at the heart of Lizzie's first GBA title. Every time you complete the short mall adventure, you'll unlock one of five bonus games or another type of activity, such as a fashion quiz. Also on the menu are some PDA functions that amount to a class scheduler, an address book and a horoscope.

ALAN	★★½
CHRIS	★★
GEORGE	★★★
JESSICA	★★
STEVE	★★½

LOONEY TUNES: BACK IN ACTION

- EA/64 Megabits
- 1 player

EVERYONE
E
CONTENT RATED BY ESRB
Mild Cartoon Violence

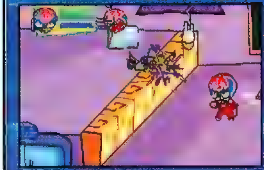


The adaptation of Bugs Bunny's latest big-screen bonanza has a great graphic style and the type of zany action that you would expect from a Looney Tunes adventure—tossing eggs and dropping anvils. Unfortunately, the game's isometric view makes it difficult to guide the characters (Bugs and Daffy Duck) through the environment and line up attacks on the enemies. The puzzles are also frustratingly nonintuitive.

MUCHA LUCHA!: MASCARITAS OF THE LOST CODE

- Ubisoft/32 Megabits
- 1 player

EVERYONE
E
CONTENT RATED BY ESRB
Violence

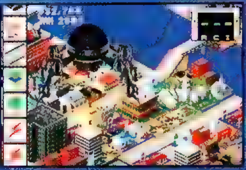


Ricochet, Buena Girl and The Flea hop from their hit cartoon to the GBA with a simple punching-and-kicking side-scroller that re-creates the show's fun art style but offers little in the way of engaging gameplay. Through four episodes (16 levels) you must battle a barrage of interchangeable bad guys. When the last enemy is out of the way, you can move a few steps to the next area and continue the level.

SIMCITY 2000

- Destination/32 Megabits
- 1 player

EVERYONE
E
CONTENT RATED BY ESRB

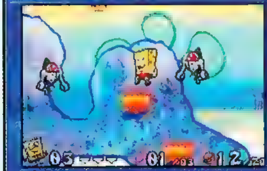


Although the original version of SimCity 2000 was built for point-and-click control, it translates well to the GBA control configuration. The on-the-go version allows you to build a city from four land-mass layouts with the same civic options that are available in the original—power, roads, zoning, schools, etc. Four set scenarios have you recovering from an alien invasion, a nuclear meltdown and the like.

SPONGEBOB SQUAREPANTS: BATTLE FOR BIKINI BOTTOM

- THQ/64 Megabits
- 1 player

EVERYONE
E
CONTENT RATED BY ESRB
Comic Mischief

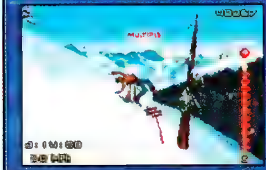


When Plankton unleashes a horde of Krabby Patty-eating robots, Bikini Bottom becomes a war zone in SpongeBob SquarePants's latest GBA platformer. As you guide SpongeBob through 32 lengthy levels, you'll stun robots with bubbles and ride a fleet of unusual vehicles. The goal is to collect golden spatulas and stop the invasion. The graphics and action are pure SpongeBob—zany and fun.

SSX 3

- EA/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link
- GCN Connectivity

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

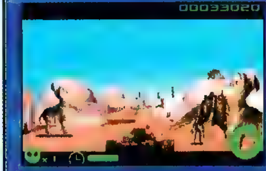


Although it doesn't quite deliver the adrenaline rush and out-of-control speed of the GCN version, SSX 3 for the GBA is a smooth-grooving snowboarder. Take on races, trick events and challenge runs on 12 long courses in Conquer the Mountain mode. You can use the cash that you win and collect to purchase attributes or gear for your character, or wire it to the GCN game via a cable connection.

STAR WARS: FLIGHT OF THE FALCON

- THQ/64 Megabits
- 1 player

EVERYONE
E
CONTENT RATED BY ESRB
Violence



Han Solo's *Millennium Falcon* and other *Star Wars* craft soar through 14 missions that parallel the classic trilogy in 3-D space shooter *Star Wars*: Flight of the Falcon. TIE fighters, Star Destroyers, Imperial shuttles and other well-known vehicles provide fodder for the *Falcon*. It's a little tricky to target enemy ships at first, and the levels are longer than they have to be, but the game has an unmistakable *Star Wars* flair.

TIGER WOODS PGA TOUR 2004

- EA/128 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link
- GCN Connectivity

EVERYONE E CONTENT RATED BY ESRB

HOLE 1 PAR 4
30 YDS
18' 4"
3 J 34 YDS
FIRST CUT

Using the same Control-Pad-driven swing mechanic as the GCN version, Tiger Woods PGA Tour 2004 is a great five-course golfing sim. Although a fixed overhead view makes control awkward on the green, the rest of the controls are intuitive. You can participate in eight tournaments and take on 12 challenging scenarios. A link with the GCN game unlocks EA Sports Crown mode, an additional tournament and another golfer.

[illegible]	★★★
CHRIS	★★★
GEORGE	★★★★
[illegible]	★★★★
[illegible]	★★★½

YU-GI-OH!: THE SACRED CARDS

- Konami/128 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB Mild Fantasy Violence

Penguin Sol
Kattapilla
A 750

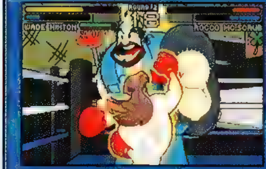
The latest in the Yu-Gi-Oh! card game series uses the same basic dueling interface as its predecessors but frames the duels with a new tournament structure. While touring Domino City, you can challenge passersby to a duel. Once you win six Locator cards in street matches, you'll be whisked away to the final duel stage. Casual Yu-Gi-Oh! fans may not find enough new in the game to make it worthwhile.

ALAN	★★
CHRIS	★★
GEORGE	★★★½
[illegible]	★★½
[illegible]	★★½

WADE HIXTON'S COUNTER PUNCH

- Destination/64 Megabits
- 1 player

TEEN T CONTENT RATED BY ESRB Cartoon Violence



Hand-drawn animation, nutty trailer-park humor and gameplay that borrows from Punch-Out!! mix to make an enjoyable boxing title. When mullet-sporting Wade Hixton is stranded in a town full of toughs, he embarks on a boxing career. By guiding Wade through bouts against nine challengers, you can earn fame and enough fortune to get out of town. Between fights, you'll purchase [illegible] and info about opponents' weaknesses.

ALAN	★★★★
CHRIS	★★★★
GEORGE	★★★★
[illegible]	★★★★
[illegible]	★★★★½

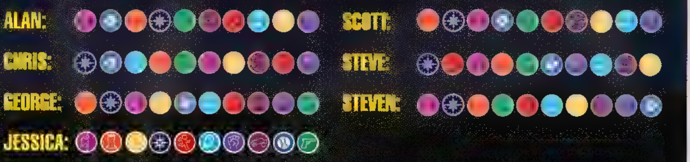
KEY

GCN GBA GBC 7 NUMBER OF MEMORY CARD BLOCKS REQUIRED

ADVENTURE ARCADE FIGHTING PLATFORM PUZZLE RPG RACING SHOOTER SPORTS STRATEGY

CRITICAL MASS

To describe their unique, personal tastes, each of NP's critics has ranked 10 game genres in order of preference, with the favorite game type appearing first.



ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

- EC Early Childhood
- E Everyone
- T Teen (13+)
- M Mature (17+)
- AO Adult (18+)
- RP Rating Pending

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THE NINDEX

GAME INDEX VOLUME 176—FEBRUARY 2004

1080°: Avalanche: 80-84
American Idol: 152
Baldur's Gate: Dark Alliance (GBA): 128-129
Beyblade: Ultimate Blader Jam: 152
Beyond Good & Evil: 114-119
Bomberman Jetters: 22
Bookworm: 24
Bratz: Formal Funk: 148
Carmen Sandiego:
  The Secret of the Stolen Drums: 21
Cartoon Network Speedway: 152
Crash Nitro Kart (GCN): 148
Crash Nitro Kart (GBA): 152
CT. Special Forces: 152
Custom Robo: 24
Disney's Hide & Sneak: 149
Dora the Explorer: Super Spies: 153
Dr. Seuss: Green Eggs and Ham: 153
Dragon Ball Z: Taiketsu: 153
The Fairy OddParents: Breakin' Da Rules: 149
FIFA Soccer 2004 (GCN): 149
Final Fantasy: Crystal Chronicles: 31, 50
Fire Emblem: 31
Go! Go! Hypergrind: 149
Goblin Commander: Unleash the Horde: 149
Gotcha Force: 92-95, 148
Harry Potter & the Sorcerer's Stone: 149
Harvest Moon: A Wonderful Life: 127
Hot Wheels: World Race: 153
I-Ninja: 52-57, 147
James Bond 007:
  Everything or Nothing (GBA): 124-125
The King of Fighters EX2: Howling Blood: 153
Kirby Air Ride: 25-26
The Legend of Zelda: Four Swords: 21
Lizzie McGuire: On the Go!: 153
Loony Tunes: Back in Action: 154
The Lord of the Rings:
  The Return of the King (GCN): 62, 108-112
Mario Kart: Double Dash!!: 96-97
Mario & Luigi: Superstar Saga: 140-145
Mario Party 5: 31
Masters of the Universe—He-Man:
  Defender of Grayskull: 21
Max Payne: 24
Medabots: Infinity: 21, 150
Medal of Honor: Infiltrator: 90, 152
Medal of Honor: Rising Sun: 86-90, 148
Mega Man Anniversary Collection: 21
Metroid: Zero Mission: 76-79
Monster 4x4: Masters of Metal: 150
Mucha Lucha!:
  Mascaritas of the Lost Code: 154
MVP Baseball 2004: 20, 24
Navi Trackers: 21
NBA Live 2004: 63
Need for Speed Underground (GBA): 21
NFL Blitz Pro: 150
NFL Street: 22
Ozzy & Drix: 24
Pac-Man Vs.: 60-61, 148
Phantasy Star Online Episode III:
  C.A.R.D. Revolution: 126
Pitfall: The Lost Expedition: 22
Pokémon Channel: 31, 122, 150
Pokémon Colosseum: 120
Pokémon-e TCG: 122-123
Prince of Persia:
  The Sands of Time (GCN): 42-48, 147
Prince of Persia:
  The Sands of Time (GBA): 46-48, 151
R: Racing Evolution: 58-59, 148
Resident Evil Code: Veronica X: 150
Roadkill: 150
Sabre Wulf: 23
Scooby-Doo! Two Monters Unleashed: 20
SimCity 2000: 154
The Simpsons: Hit & Run: 64-65
The Sims Bustin' Out (GCN): 32-38, 146
The Sims Bustin' Out (GBA): 38, 151
Sonic Advance 3: 20
Sonic Battle: 23
Sonic Heroes: 70-74
Spawn: Armageddon: 151
Sphinx and the Cursed Mummy: 151
SpongeBob SquarePants:
  Battle for Bikini Bottom (GCN): 151
SpongeBob SquarePants:
  Battle for Bikini Bottom (GBA): 154
SSX 3 (GBA): 154
Star Wars: Flight of the Falcon: 154
Star Wars Rogue Squadron III:
  Rebel Strike: 66
Static Shock: 24
Sword of Mana: 31, 130-136, 138
Teenage Mutant Ninja Turtles (GCN): 63
Terminator 3: Redemption: 20
Tiger Woods PGA Tour 2004 (GCN): 66
Tiger Woods PGA Tour 2004 (GBA): 155
Tony Hawk's Underground: 104-105
True Crime: Streets of L.A.: 100-103
Virtua Fighter: Cyber Generation: 20
Wade Hixton's Counter Punch: 155
XGRA: Extreme Racing Association: 24
XIII: 151
Yu-Gi-Oh! The Sacred Cards: 155

NINTENDO GAMECUBE TITLES CURRENTLY AVAILABLE

ADVENTURE

Aquaman: Battle for Atlantis
Army Men: Air Combat
  "The Elite Missions"
Batman Dark Tomorrow
Batman Vengeance
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Beyond Good & Evil
Blood Omen 2
BloodRayne
Buffy the Vampire Slayer: Chaos Bleeds
Casper: Spirit Dimensions
Charlie's Angels
Conflict: Desert Storm
Dinotopia: The Sunstone Odyssey
Disney/Pixar's Finding Nemo
Disney's Magical Mirror
  Starring Mickey Mouse
Disney's Tarzan Untamed
Dr. Muto
Enter the Matrix
Eternal Darkness: Sanity's Requiem
FireBlade
Gotcha Force
Harry Potter & The Chamber
  of Secrets
Harry Potter & The Sorcerer's Stone
The Haunted Mansion
Hitman 2: Silent Assassin
The Hulk
Jimmy Neutron Boy Genius
Jimmy Neutron Boy Genius: Jet Fusion
The Legend of Zelda:
  Ocarina of Time/Master Quest
The Legend of Zelda:
  The Wind Waker
The Lord of the Rings:
  The Return of the King
The Lord of the Rings:
  The Two Towers
Luigi's Mansion
Metal Arms: Glitch in the System
Metroid Prime
Minority Report
Mystic Heroes
Piglet's Big Game
Pikmin
Pokémon Channel
Prince of Persia: The Sands of Time
Reign of Fire
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil Code: Veronica X
Resident Evil Zero
Roadkill
Robotech: BattleCry
Rocket Power: Beach Bandits
Scooby-Doo!: Night of 1,000 Frights
The Scorpion King:
  Rise of the Akkadian
The Simpsons: Hit & Run
Sonic Adventure 2: Battle
Sonic Adventure DX: Director's Cut
Spawn: Armageddon
Sphinx and the Cursed Mummy
Spider-Man: The Movie
SpyHunter
Star Fox Adventures
Star Wars Bounty Hunter
Star Wars: The Clone Wars
Star Wars Rogue Squadron II:
  Rogue Leader
Star Wars Rogue Squadron III:
  Rebel Strike
Superman: Shadow of Apokolips
Tom Clancy's Splinter Cell
Tonka Rescue Patrol
Top Gun: Combat Zones
True Crime: Streets of L.A.
Universal Studios
  Theme Parks Adventure
Viewtiful Joe
Wario World
X2: Wolverine's Revenge
Zapper

ARCADE/PARTY

Defender
Disney/Pixar's Monster's Inc.:
  Scream Arena
Disney's Party
Dragon's Lair 3D
Gauntlet: Dark Legacy
Hunter: The Reckoning
Ikaruga
Mario Party 4
Mario Party 5
Mary-Kate & Ashley Sweet 16:
  Licensed to Drive
Monopoly Party
Muppets Party Cruise
Namco Museum
Nickelodeon Party Blast
Pac-Man Fever
Pac-Man Vs.
Rayman Arena
Shrek Super Party
Sonic Mega Collection
Super Monkey Ball
Super Monkey Ball 2

FIGHTING

Batman: Rise of Sin Tzu
Bloody Roar: Primal Fury
Capcom vs. SNK 2: EO
Def Jam Vendetta
Dragon Ball Z: Budokai
Godzilla: Destroy All Monsters Melee
Legends of Wrestling
Legends of Wrestling II
Mortal Kombat: Deadly Alliance
Soul Calibur II
Super Smash Bros. Melee
Teenage Mutant Ninja Turtles
UFC Throwdown
Ultimate Muscle:
  Legends vs. New Generation
X-Men: Next Dimension
WWE Wrestlemania X8
WWE Wrestlemania XIX

PLATFORM

Billy Hatcher and the Giant Egg
Bomberman Generation
Crash Bandicoot:
  The Wrath of Cortex
Darkened Skye
Disney's Donald Duck: Goin' Quackers
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The Fairly OddParents: Breakin' da Rules
Frogger Beyond
Frogger's Adventures: The Rescue
The Hobbit
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Mega Man Network Transmission
Pac-Man World 2
Rayman 3: Hoodlum Havoc
Rugrats: Royal Ransom
Shrek: Extra Large
Spirits & Spells
SpongeBob SquarePants:
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  Revenge of the Flying Dutchman
Spyro: Enter the Dragonfly
Super Mario Sunshine
Tak and the Power of Juju
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Ty the Tasmanian Tiger
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PUZZLE

Bust-a-Move 3000
Disney's Hide & Sneak
Egg Mania: Eggstreme Madness
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RACING

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Crash Nitro Kart
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NASCAR Thunder 2003
Need for Speed: Hot Pursuit 2
Need for Speed Underground
Pro Rally 2002
R: Racing Evolution
Rally Championship
The Simpsons: Road Rage
Smashing Drive
Smuggler's Run: Warzones
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SX Superstar
Tube Slider
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Lost Kingdoms II
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The Sims Bustin' Out
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Summoner: A Goddess Reborn
Yu-Gi-Oh!: Falsebound Kingdom

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XIII

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NFL Blitz 20-03
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NHL 2004
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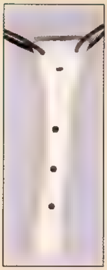

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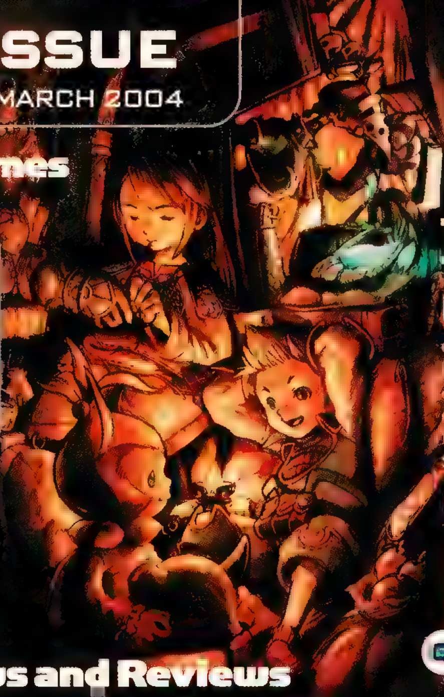

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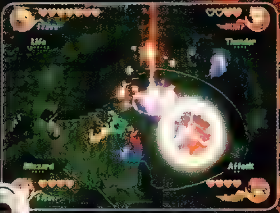
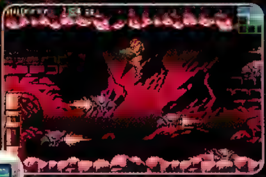


Final Fantasy: Crystal Chronicles

The first big game of 2004 is nearly upon us. Final Fantasy: Crystal Chronicles immerses players in a dangerous world where the very air is poisonous. Next month, we'll delve into the strategies you'll need to survive.

The Mission That Started It All

GCN owners aren't the only ones being treated to a new game in a legendary franchise. We'll also have a full strategy review for Metroid: Zero Mission, the expanded retelling of Samus Aran's first adventure.



Metroid: Zero Mission

Great Previews and Reviews

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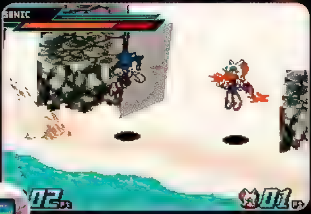

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- GO! GO! HYPERGRIND
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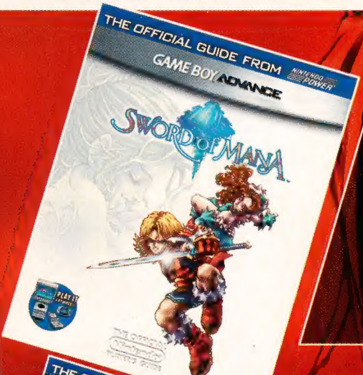
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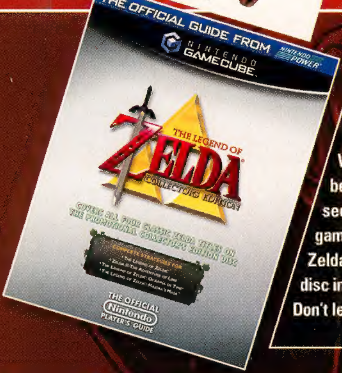
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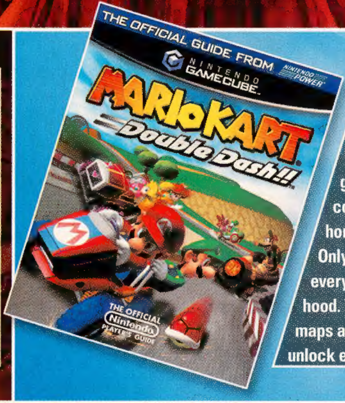
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